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NEWSZINE

RPGA™ NETWORK

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Conventions

ORIGINS, June 29-July 2
The Los Angeles Airport Hilton is the site of this gamers' paradise. Among the RPGA™ Network tournaments planned are an AD&D® game Feature and Masters, AD&D game Oriental Adventures, TOP SECRET/S.I.™ game Feature, MARVEL SUPER HEROES™ game Feature, D&D® game event, and a Teenagers From Outer Space event. Other activities include seminars, workshops, and a large dealers' room. For more information contact Jeff Albanese, Diverse Talents Incorporated, P.O. Box 8399, Long Beach, CA 90808.

DOVERCON V, July 8-9
This year Dovercon will be held at the University of New Hampshire's Memorial Union Building in Durham, New Hampshire. Festivities include an RPGA Network AD&D game feature tournament, a Network members only tournament, film festival, miniatures and art competitions, open gaming, flea market, vendor area, and many gaming events. Registration fees are $15 for both days. Vendor and game master inquiries are welcome. For more information contact Dovercon V, P.O. Box 753, Dover, NH 03820.

DALLAS FANTASY FAIR, July 14-16
More than 200 dealers' tables will be featured at this three-day event. Featured activities include an RPGA Network AD&D game tournament, 24 hour gaming, art show and auction, masquerade, video rooms, and artists and writers workshops. For more information contact Bulldog Productions, P.O. Box 820488, Dallas, TX 75382, or call 214-349-3367.

QUINCON IV, July 21-23
Make plans to attend this gaming bash at the Quincy Motor Inn, Quincy, IL. RPGA Network events will include an AD&D game tournament and a MARVEL SUPER HEROES game memorial tournament honoring Brad Schuttler. Other events include Axis And Allies, 3D Free For All, James Bond, Warhammer, Conquest Of The Empire, Talisman, Risk, Empire Builder, Car Wars, Call Of Cthulhu, and much more. For more information write to Quincon IV, Dan Bussen, 1818 Hilltop Drive East, Quincy, IL 62301, or phone 217-223-8498 before 8 p.m.

Y FEST, August 5-6
Sponsored by Breastplate Hobbies, this two-day event features mostly miniatures events, but two Network AD&D Game tournaments and other role-playing games are offered. The festival will be held at the Wick Park Community Center in Youngstown, Ohio. Registration fees are $5 a day or $7 for the weekend. For information contact: Breastplate Hobbies, 3002 Center Rd., Poland, OH 44514, or call Frank Suchar at 216-757-9791.

GEN CON® Game Fair, August 10-13
More RPGA Network tournaments than you could possibly hope to play in will be featured at this four-day gaming feast at MECCA in Milwaukee, WI. More than three dozen Network tournaments and seminars will be held, including Masters and Grand Masters competitions, and the Game Fair's AD&D Game Open tournament. The Network also will sponsor a Fantasy Art Show and Auction, and a masqerade. On Wednesday, August 9th, the Network will hold a pre-convention question and answer session for all members. On Friday, August 11th, the Network will host its third annual breakfast and national meeting. The meeting will feature addresses by convention guests and TSR, Inc. officers, and presentations of the 1988 Gamers' Choice Awards. Both meetings will be held at the Hyatt Regency Hotel right next door to MECCA. Pre-registration is recommended for the breakfast, see the Game Fair pre-registration brochure for details. The Game Fair also offers a huge dealers' room, open gaming, war gaming and miniature events, game auction, seminars, workshops, and much, much more, more than 500 different activities in all. For more information, contact GEN CON Game Fair Headquarters, P.O. Box 756, Lake Geneva, WI 53147.

THE AMERICAN GAMES FAIR, September 8-10

Please note new location and date.

New York's first consumer and trade show will be held at the Roosevelt Hotel Madison Ave. and 45th St, New York, NY. The first day of the show is a "trade day only," however the doors will open to the public for the remaining two days. For more information, or to preregister contact: American Games Fair at CCE LTD., 122 E 42nd St., Suite 1121, New York, NY 10168, 212-867-5159.

DRAGON CON '89, October 6-8
This event will be held at the OMNI International Hotel and Convention Center in Atlanta, Georgia. Guests include: Anne McCaffrey, Wes Craven, Michael Whelan, Andrew Greenberg, Margaret Weis, Tracy Hickman, Gary Gygax, Richard Garriott, Robert Asprin, Lynn Abbey, and Larry Elmore. Pre-registration (through September 15th) is $30.00. Fantasy role-playing, strategic, miniatures, and computer gaming is offered in more than 100 featured tournaments including RPGA Network Open and Masters events. Network tournaments include the AD&D game, MARVEL SUPER HEROES game, TOP SECRET/S.I. game, and GAMMA WORLD® game. Four tracks of panels and workshops are planned, along with a masquerade, art show and print shop, video rooms, art and consignment auctions, con suite, and more! For information on attending or judging, send a self-addressed, stamped envelope to:
DRAGON CON '89, Box 47696, Atlanta, GA 30362.

OCTOBERFEST GAMING, October 21-23
Detroit's yearly Halloween role playing game convention will be sponsored by the Detroit Gaming Center and the City of Detroit Recreation Department. The location is the Lighthouse Recreation Center in Detroit. Personalities include Erick Wujcik, designer of the Teenage Mutant Ninja Turtles, Revised RECON, and Ninjas & Superspies role playing games. Admission is free. For more information write to Erick Wujcik, P.O. Box 1623, Detroit, MI 48231, or call 313-833-3016.

About the Cover

This scene illuminates this issue's Living City feature, The Glow Shop. Art by Larry Elmore.

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SPECIAL MODULE FEATURE

7 **Cataclysm – by Michael Selinker**
There are cats all over Claxton. No one knows what is drawing them or what to do about them. The city's high priest wants them exterminated. Fortunately, your band of adventurers doesn't have to worry about the felines. You just have to recover the priest's possessions, stolen, perhaps, by a cat-burglar. Illustrated by Angela Bostick.

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The AD&D® Game Second Edition Player's Handbook and Dungeon Master's Guide come under the scrutiny of our reviewers.

Notes From HQ

New Features and Old Problems

Many of our readers enjoy the Living City articles that have been running in the POLYHEDRON™ Newszine and have asked for writing guidelines and suggestions for topics so they can add to Ravens Bluff. Writing guidelines for the Newszine and for the Living City are available from HQ. If you have an idea for an article, but want our input before spending hours at a typewriter or word processor, send us a brief outline or description along with a self-addressed-stamped-envelope, and we'll reply as quickly as possible.

However, there are some basic suggestions we can offer now: don't submit buildings and characters similar to those we have already printed. Original ideas have a much better chance of being accepted. That doesn't mean that because an inn or tavern has appeared in the Newszine we won't print other inns and taverns. A large city has many of those kinds of establishments. Just make yours *different*, give the proprietors fresh characteristics. Also, it is essential that submissions be complete. Some of the submissions we receive are too sketchy, listing only what kinds of goods a business sells. Describe the quality of the goods, and give some of the prices. Some submissions give only game statistics for the proprietors. Characters must have depth, personality, and history.

The best way to learn how to write a Living City submission is to read the Living City articles that have been appearing since issue #34.

What kind of articles are we generally looking for? We're always eager to receive good Living City submissions, and we are especially interested in New Rogues Gallery submissions which feature characters that can be used in more than one game system. And we would like to see more articles to help players and game masters improve their games, such as *Playing Illusions,* which appeared in issue #46. We like to print material that is immediately useful to players and DMs. Above all, we want submissions that are typed, follow the Newszine's formats, and have correct spelling and punctuation.

Bloodmoose

This issue premiers *Bloodmoose and Company,* a continuing comic strip by Gary M. Williams. Let us know what you think of the adventures of Gary's stalwart heroes. If you like Bloodmoose a lot, you might try to win an original Bloodmoose cartoon donated by Gary. This contest is open only to RPGA™ Network members who will be attending GEN CON® Game Fair. To participate, all you have to do is encourage other gamers at the convention to join the Network. Put your membership number and name on the sponsor line on the membership forms (the person joining will have to turn in the form at HQ or at the Network booth), and the member who encourages the most people to join will be presented the Bloodmoose cartoon at the Network award ceremony on Sunday (the HQ staff is dismayed because they're not eligible to win). Gary will be on hand at the Game Fair art show, where the cartoon will be displayed.

Changing the Conventional Mind

HQ has been receiving requests to donate prizes to conventions over and above the prizes or gift certificates it awards for sanctioned tournaments, and to pay for ad space in convention programs. If you're a convention organizer pay attention: **we don't do this.** The Network supplies tournaments to conventions at a nominal fee. If the convention provides at least one acceptable tournament, the bulk of the fees are waived. Fees (as of September 1st, 1989) are $5 for each tournament round. In other words, a convention can get a three-round tournament for a whopping $15. This fee is waived if the convention provides at least one approved tournament. If convention organizers elect not to make their own copies of tournaments, we will provide copies for $2 a round. HQ isn't making a profit from these charges, we're just covering our expenses.

On top of this, HQ provides gift certificates or prizes for a convention's sanctioned tournaments. This can be a hefty amount if the convention is heavily attended and has several Network events.

Because of these services, and the additional help HQ and the regional directors provide, the Network does not pay for ad space or donate additional prizes. If convention organizers have a blank page in their program books, we will be more than happy to send them an RPGA Network ad to include. But we hope all the materials, support, and prizes we provide will be enough to "pay" for the ad.

While we're on the subject, be aware that just sending TSR, Inc. your promotional materials does not entitle you to receive tournaments or get an announcement in the Newszine. We do not send tournaments unless we receive a written request with complete information about the convention. For everyone's convenience, we have developed a form for tournament requests. You can get one by writing HQ. Likewise, to get your convention announced in the Newszine you must send HQ a short, complete announcement. We don't have time to condense announcements out of promotional materials. Finally, sending an announcement to DRAGON® Magazine does not mean that it will appear in the Newszine, and vice versa. The staff at each publication carries a heavy workload, and exchanging materials between publications is not possible.

Addressing The Issue

The POLYHEDRON Newszine is mailed bulk, which means the U.S. Postal Service will not forward it when you move unless you fill out the little card that says you will pay to have magazines forwarded to your new address. Frequently, members who move don't notify us until they have been at their new address a few months and have noticed an absence of Newszines. Some of these members get angry with HQ because they have missed issues. It isn't our fault that they didn't fill out the postal card or notify us of a change of address.

If you are planning to move, call or write HQ to give us your new address as

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Letters

On Our Feet

Bravo to Peter Hague's *On Your Feet* column. He made a very good point. It is frustrating when you discover you have received a PC that is quiet or useless in the current playing environment, especially when it seems that voting sometimes goes in favor of those who speak the loudest.

I rather like the idea of advancing to the next round and seeing the problem to its conclusion. It's one thing to be eliminated from a semi final because someone role-played just a wee bit better than yourself. I can live with that, and all power to the one who beat me. It's a whole other story when you didn't stand a chance to begin with, because your PC was as exciting as plain yogurt.

I think each PC should have one outstanding attribute that everyone else should expect to see portrayed by the player. There are many outgoing attributes that can be given without causing personality clashes. Imagine the frustration of the player who reads: "Your PC is a selfish, quiet sort who secretly dislikes his associates." If you play this PC to the hilt, you'll wind up alienating the party.

On the up side, I have to say that the quality of RPGA™ Network tournaments has been excellent overall, particularly the AD&D® game tournaments. The RPGA Network tournaments are practically the only events I sign up for, the exception being the games the Network has no tournaments for. Keep up the excellent work.

In closing, some questions. How will AD&D® 2nd Edition game rules affect this year's RPGA Network AD&D games? Will Network Oriental Adventures events use 2nd Edition rules also?

John J. Terra
Randolph, MA

Check out Building Characters *in issue #47 for member Michael Lach's suggestions for creating playable tournament characters. Although it is HQ's responsibility to make sure every player starts with an even chance of advancing, our job will be easier—and will get done better—if tournament authors give us a little extra help.*

AD&D game 2nd edition material won't show up in sanctioned tournaments until some time in 1990; in our experience, it takes that long for Network players and DMs to get acquainted with new material. When we do switch over, all AD&D game events will use the revised material.

I would like to comment on Peter Hague's advice to judges about scoring an event in issue #45. I have been a Network member for four years and a frequent participant in events at conventions (playing, judging, and writing). I have seen and done a lot of tournament role playing. I agree with Peter about giving preference to players with passive characters rather than dominant ones (assuming both players played well), but I feel he has left out several other important points that should also be considered when voting.

A Network tournament is supposed to judge the players on their role-playing ability and, hopefully, reward them appropriately. Role playing, however, is more complicated than play acting. The voting sheet for a round specifically points out that players should vote for "the best overall performances—including teamwork, role playing, good strategic sense, and knowledge of the rules." Using this text as the basis for evaluating performance, I have come to realize that the order of these terms is not random, but reflects the general importance of each element in assuring an enjoyable experience for all. To wit:

Teamwork: The individual advancement tournaments the Network sponsors are an outgrowth of goal-oriented, team events. Network events are structured similarly to team events in that the players are given a goal to accomplish as a team. In most cases, the characters used in an event know each other and have worked together previously, and are usually provided with important reasons for pursuing the goal. When a player uses his character to threaten, steal from, or otherwise victimize his fellow PCs, usually in an effort to gain attention or power, he or she has abandoned the spirit of play.

Role playing: This is really a double-edged sword. It generally means the ability to bring to life, through action

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On Your Feet

A DM's Look At An Accidental Purchase

by Peter Hague

If you're a new member, Welcome! If you're still thinking about joining, and are reading this because a friend loaned it to you, I hope you will decide to join the world's premier role playing club.

As a long-time role playing gamer, it seems strange to me when I consider how many people don't know much about the RPGA™ Network, what it does for role playing games, and what it can do for you as a gamer.

To give you some insight into what the Network has to offer, perhaps I should start with why I joined. It is a fitting topic, especially with the GEN CON® Game Fair almost upon us.

I remember my first GEN CON Game Fair. I was standing in line at 6 a.m., waiting to sign up for some games during the day. This was a time before pre-registration, and I was hardly first in line. In fact, I was about half a block away from the doors.

When I finally reached the registration booth I had few games to choose from. I think I had a choice between "Certain Death on the Crimean Peninsula—World War II Setting in House Rules" and a seminar on "Origami as a Replacement for Miniature Figures."

I suppose I was hardly the first person to exclaim, "Is this all there is?" The response came quickly: "Well, there are a few openings in the RPGA Network tournament, but you have to be a member—third room to your right."

With this in mind, off I went to the third room on the right where I signed up as a Network member. The only thing I had in mind was getting into a game for that day, and the annual dues ($12 at that time) seemed a fair price to avoid sitting around during the day, wishing I had slept in the registration line like most of the more experienced gamers. Back then you could tell the experienced gamers by the sidewalk lines embedded in their backs.

I didn't have much hope that the RPGA Network tournament would be all that good (otherwise it wouldn't have been relegated to the same category as "Origami in the 21st Century"). Nevertheless, I went into the room to give it a try. I still remember the game as one of the most enjoyable I have ever played. The characters were subtle and well thought out. My chaotic neutral female dwarf gave me plenty of challenge. The DM was particularly skilled, and the other players were experienced enough to put up with my bumbling. (I think they thought it was a function of my character's low wisdom and intelligence.) I didn't advance to the next round, but I did have a great time playing with new acquaintances who have now become old friends.

I think the RPGA Network tournament games are probably still the best reason for being an active member of our club. "But why?" you ask. I think you will be hard pressed to find the consistent quality of writing which the RPGA Network offers.

Besides the quality of writing, Network tournaments are almost always original. So big deal, says you (and me, too, the first time I heard that statement). But have you ever played in a game where one of the players seems to know every twist and turn in a corridor, every trap coming up, and everything about your character's most secret desires? I have, and generally I have found later that the scenario had been run before. It wasn't much fun. RPGA Network games, on the other hand, are almost always original.

Beyond just being "first-run scenarios," it seems that every time a truly original idea in game writing comes out it premiers in a Network tournament. You probably have role played an animal or monster, so the concept of doing that seems like nothing new. I remember the first time this was ever done. It was in a Network Masters tournament, "Spring Fever, Part One," written by Frank Mentzer. It probably was the most difficult tournament I ever Dungeon Mastered, with players portraying bears, dogs, and pseudo dragons. I still hear players talk about "Spring Fever." Your membership in the Network is your chance to play games of this quality—the games which will be discussed a long time from now.

Another strong point of the Network games is their adherence to the rules. House rules are great. I have my own. But it takes a while to get used to house rules and tournaments are a poor place for them. All RPGA Network tournaments are screened by game experts like Jean Rabe, Skip Williams, and others. When a game plays in the Network, you can count on the rules being something you can understand and recognize.

Another advantage to the Network is getting into games. To be honest, when I go to a major tournament such as the Game Fair, I seldom pre-register. (Yes, I know I should, but I don't.) I usually buy a few "generic tickets" and show up at the Network assembly area. The Network almost always has a more than adequate number of DMs, and more often than not there are several openings in one or more RPGA Network tournaments. The reason I joined the Network in the first place is still a primary reason to join today—particularly when you consider that the Network now sponsors 15 or 20 times the games it did when I first joined several years ago.

And beyond games, you get the chance to play with the best role playing gamers active today.

And beyond playing with excellent gamers, you get to experience some of the best game masters; the Network maintains a list of veteran DMs who run their own campaigns and make a hobby out of running convention games. Furthermore, the Network sees to it that these DMs receive their scenarios well in advance, and takes the time to brief them on all the fine points before each gaming session.

And if this weren't enough, you get the chance to meet new friends who share the same hobby you enjoy. For me, this is probably the most important advantage of the Network.

So, welcome to the RPGA Network. I hope you'll enjoy your membership as much as I have. My RPGA Network membership is probably the best accidental purchase I have ever made. ❑

Cataclysm

Part 1: Felicide Decreed

An AD&D Game Adventure for 4-6 Characters Levels 3-5

Illustration by Angela Bostick

by Michael Selinker

Players' Introduction

There are cats all over Claxton. You cannot venture anywhere without encountering a pack of alleycats or a skittish Angora. Here an Archangel darts into an open window, there an Abyssinian corners a rat and closes for the kill. For each of the 250,000 human inhabitants of the largest city in the world, there seems to be a dozen or more wayward felines. No one knows what is drawing them, but they can be seen streaming into the city from the surrounding areas at all hours. Theories of why they are here, ranging from mating season to an upcoming feline revolution, have been bandied about in bars and council chambers.

Perhaps the most disturbing of all theories is that the cats are simply angry. The reason for their rage, according to one theory, is the antipathy of High Priest Grandest Dunsinaine of the Church of Harmony. The church, an antitheistic religious sect which welcomes all comers and stresses peace and regular worship, is the only legal religious entity in Claxton. More than three decades ago it used its influence and wealth to have the city council declare worship of other faiths illegal. All temples and idols are strictly forbidden, and idolatry, the symbolic or actual worship of a physical object as a deity, carries a large fine. Enforcement is sporadic yet firm, and is applied mostly in blatant cases. As a huge majority of the Claxtonites are well disposed toward the Church of Harmony, this is a welcome law, but recently it has been called into question. For Dunsinaine, who considers cats the most evil idols that exist, has turned from his regular sermons condemning idolatry to a concrete declaration that all cats should be killed. The city council has not pledged its support for this declaration, so it has not yet become law. But the council typically falls into line with the church. Accordingly, cat destruction has not been institutionalized, but if and when the council sponsors this action, it is certain to become common. Some Claxtonites

have guessed that the cats have come to protest the declaration. But most competent inhabitants pass that theory off as tommyrot. Nonetheless, the faith of the Harmony worshippers has been shaken in the face of the massive influx of cats into Claxton.

Despite this, Dunsinaine has maintained his edict calling for the execution of all cats. He has called you six, who work as semi-official champions and emissaries for the church, to his chambers on this early summer morning. You are presently wearing your white armbands in the foyer to Dunsinaine's audience chamber awaiting word that you may enter. You have not yet been informed about the purpose of this meeting, but you can only assume it has something to do with cats.

Background for the DM

If the city council upholds Dunsinaine's edict, it will be making a terrible mistake. If Claxton's leaders knew their true predicament, they might rescind the order outright. The extermination of felines for religious purposes would lead to an overabundance of rats. Unchecked, the rats would consume food stores and would attack the elderly and the very young. And there is an added danger; nested deep in the rodents' fur is a particularly aggravating variety of flea, which carries the most dangerous virus to span the continent. This virus, variously called Bubonic Plague, Black Plague, or, most colorfully, the Darkrot, could kill between one-third and one-half of the continental population. The fleas cannot survive on dead rats, but living rats are their favorite breeding ground.

Claxton has a chance to avoid this fate, but not if Devington Leither has anything to say about it. Leither, a bard of renown, is lying dead in his crypt. But he has no intention of letting that minor detail get in his way. When he was alive a few years ago, he was muzzled by the Church of Harmony because he sang praises to nature. Idolatry, said the Church. Deprived of his audience, Leither despaired, eventually seeking death at the hands of another who promised him the ability to sing forever. This other was a vampire; and Leither became a vampire also. Now corrupted and evil, Leither plans to take a grand vengeance on Claxton. He knows the rats of Claxton carry the fleas with the potential for spreading the Darkrot. However, he knows that the rats must multiply to huge numbers for the virus to also multiply enough to infect the city. To get the rats he needs, he summons them from as far as 40 miles away by playing a tune on a set of magical pipes. He does not tire, and has been playing the tune for three weeks. Rats of all sizes have been filing into Claxton through the sewers and the slums. Leither predicts it will be only a few weeks before the virus mutates into its fatal form and really starts to spread. He knows that it will take years, perhaps as much as a century, for the plague to lay low the entire population, especially considering the abilities of the city priests. However, he has all the time in the world, and would like to see the city die slowly and in horrifying spasms.

This has all escaped the notice of High Priest Grandest Dunsinaine. He does not frequently visit the slums or the sewers, so his lack of awareness of the vampire's activities can be forgiven. Dunsinaine is an extreme ailurophobe (cat-hater), and wants to see all of them eradicated from his sight and his smell, for he is also allergic to cat fur. Even before the present influx, cats in Claxton have made Dunsinaine's life miserable, so much so that he went beyond his usual anti-idolatry sermons and issued the anti-cat edict.

The cat influx began when Manetho Khafre, the last remaining cleric of Bast in Claxton heard Dunsinaine's words against cats and called out to his goddess for succor. Bast listened to his plea and sent her ally, the Cat Lord, to investigate.

After hearing Manetho's tale of woe, the Cat Lord did some investigating of his own and discovered Devington Leither's plan. However, he knew the Darkrot kills only humans and dogs, and regarded the plan as a boon. He decided to impress Dunsinaine and the Claxtonites with a show of power by attracting hordes of cats and catlike creatures to the city. He vanished and reappeared a few minutes later with a huge bale of herbs. This was mint catnip, but of a divine sort, such that all cats and catlike creatures (including minimal lions, lammasu, and even water creatures with cat likenesses) within 50 miles are attracted by its subliminal odor. Most of them are normal wild and domestic cats, and so it appears to most of the townsfolk that the cat population has just increased several dozenfold. The Cat Lord remains in the hidden temple of Bast, revealing himself only to those cats that find the temple.

It is the combined effort of Devington Leither, High Priest Dunsinaine, Manetho Khafre, and the Cat Lord that may seal Claxton's doom. It will fall to the PCs to discover the Cat Lord and convince him to call off his cats, dissuade Dunsinaine from his anti-cat edict, halt the slaying of the cats so that they can prey on the deadly rats, and slay the vampire. However, at the start the PCs are cat exterminators. Some mental gymnastics will be required for the PCs to solve all of this and land on their feet.

Claxton

The Blue Axton River runs through Claxton, emptying into Balington Bay fifteen miles southeast, which connects to the Iseander Ocean. There is no city wall, and most of the defenses are at the river bridges. Claxton has several hills, but they are low, the tallest being five hundred feet above the floor of the lowest valley. There are dozens of other towns nearby, but the nearest major city, Blankshire, is about fifty miles away. Claxton's climate is rainy and temperate. At the time of this scenario, it is a pleasant seventy degree summer.

Being so large, Claxton has dozens of adventuring humans, some quite powerful. There are less than a dozen demihumans and humanoids living in the city, primarily because of the restrictive religious edicts.

A council of fourteen members manages the city's affairs, but much of the political influence is vested in the Church of Harmony. Fortunately for the underground worshippers of other faiths, the city's police force reports to the council, not the church.

Not surprisingly, most of the citizens are members of the Church of Harmony, though only about 10 percent of them attend services regularly. The Harmony clerics are spiritual leaders and advisors, as well as civic leaders and advisors, with three priests on the city council. Dunsinaine is not on the council, preferring to appear above politics, even though he is probably the most politically oriented official of the Church.

In Claxton, the rich are very rich, the middle class is gaining power, and the poor are very poor. The Church is the repository of a great deal of wealth, as the city collects a flat tithe of five percent of all citizens' income, regardless of declaration of faith. There are merchants of every staple and a thriving marketplace, although selling goes on everywhere. Magic is permitted within the city, but destruction of any kind is not tolerated. The city itself does not employ many adventurers other than fighters to lead the militia and police force, which are essentially the same branch of the municipal government. The Church itself employs sympathetic clerics and a number of other adventurers for various purposes.

Claxtonites

The citizens of Claxton are xenophobic, conservative, and sometimes rabidly intolerant of change and difference. However, since the city is so large, it is difficult to pinpoint a single trait which applies to a majority of the citizens. Many citizens are fun loving and receptive to innovation, while others would report a midget to the watch. Many have never seen a monster, murder, or public display of magic, and the presence of such disturbances may cause riots; although the source must be singularly bizarre and lethal for a riot to occur. Despite all of this, the citizens of Claxton consider themselves the most cosmopolitan people in the world, and they are probably correct.

The issue on the tips of everyone's tongues right now is cats. The Claxtonites are puzzled by the feline population explosion and have developed a few explanations for it. These notions range from the rational (mating season) to the paranoid (some wizard is changing humans into cats, and have you seen Ferdie?) to the preposterous (the Cat Lord is in town and he brought a bale of catnip). The most commonly bartered theory is that the cats are angry because of the High Priest's edict and are breeding and calling their friends to help. While this is generally discounted by most sane folk, it is nevertheless a nagging concern in the what-if-it-might-be-true school.

In the meantime, Claxtonites are reacting to the cats in every conceivable way. The most common reaction is to claim things are in good hands and go about one's business, ignoring the cats. There are, however, what the church calls idolators who are claiming that the cats should be worshipped rather than exterminated. On the flip side are the devout Harmony worshippers who are following the edict by bashing every cat they see, and those less devout citizens who are bashing cats for fun, or out of rage. Some have taken cats into their homes to protect them, while others have set cat traps.

Cats and Rats

Like the humans, the cats' reactions are variable and dependent on personality. Some are likely to claw and hiss at any human who dares invade their defined territory, while others are inclined to cuddle and purr contentedly. None are able to ignore the divine catnip; although pinpointing the source is very difficult and frustrating. All want the catnip, and many have stories about how they left kind masters or traveled long distances to find it. If encountered above ground, no cat will know the Cat Lord is here. Intelligent cats and catlike creatures may be puzzled about why they came here, as they do not recognize the scent of catnip, but will know of a persistent need that they subconsciously felt could be satiated here; "Something in the air drew me here." Cat creatures with good senses of smell (caterwauls, for example) can recognize the smell as catnip, and can pinpoint the source in the temple of Bast. All of them want to find the source of the attraction. Intelligent creatures' reactions, of course, will depend on their temperaments. Given the strong independence of cats, few will mind the cat killing in Claxton unless it threatens them directly, although the good ones may abhor the needless taking of any life.

Very few people outside the slums and the sewers know about the huge increase in the rat population. It certainly has been noticed by most of the poor people in the slums. Although they are as hard-pressed to identify the source of either the infestation of rats or cats. All have seen many cats eating rats in the area, and some have been bitten by both. In the slums there are serious outbreaks of a weak flu and cholera infantum, an intestinal disease which affects primarily young children, and is characterized by pain, vomiting, fever and prostration. There have not been many deaths that would not otherwise occur due to the deplorable conditions in the slums, but the cholera is a predecessor to the Darkrot which will come soon if steps are not taken to stop its spread.

The rats have been more able to pinpoint the source of their attraction, the vampire Devington Leither's crypt deep in the sewer conduits under the cemetery. They all know of a luring song which draws them to the crypt, and they are less inclined to question the source than the cats. With the exceptions of Leither's wererat assistants and the vapor rats, the rats are all of minimal intelligence, and know only that their master calls them with his song. Only those in the crypt know exactly who that master is. The wererats and vapor rats know all about the situation, including the presence of plague fleas.

The Church of Harmony Offices—Starting The Adventure

After a few minutes of waiting, which the DM may allow to pass as real time to simulate boredom, a bell rings and a silent, lavishly headdressed valet enters the vestibule and beckons the PCs inside. This routine is familiar to the PCs, who have served the High Priest for at least several months, although they have not been called for a month. What will not be routine is the sight that awaits them within.

As the valet pushes open the massive double mahogany doors to the priest's chambers, the PCs hear a thundering "HAW-CHOOOOOO!" As the doors open all the way, the PCs see Dunsinaine bedecked in his white and gold finery, jewelry draped everywhere on his person. His headdress of clothboard and gold chains lies on the floor ten feet away from him, revealing the balding pate beneath. He sneezes again, his entire body convulsing. Then he shouts, "CATS!" Continuing in a more subdued but still loud mutter, he says, "Cats, cats, cats, cats, cats! HAW-CHOOOOO!" Now, the PCs notice that the entire room, which is generally festooned with jewelry and gold ornaments, has been stripped of everything of value except the arabesqued ivory and ironwood throne which is riveted to the floor. All of the tapestries, chalices, hanging chandeliers, burnishers, mosaic rugs, alabaster flasks, psalters, bells, colymbions, and everything else that could be removed, has been. Even the drapes from the open window have been pilfered.

"Well?" Dunsinaine demands in his regal wheeze as soon as he notices his servitors. "Don't just do something, stand there! I mean, I . . . I . . . I-CHOOOOOOO!" (A "God bless you" will not be favorably received, as the Church of Harmony acknowledges no gods. A cure disease will stave off one sneeze, but the catalyst—cat fur—still will be present to trigger the allergic reaction. The allergy cannot be removed without a *wish.*) As he recovers from the sneeze, Dunsinaine's eyes begin to water, and he sniffles, "Can't you see what has transpired here? Everything was stolen last night! And this isn't the church's property, oh no. They couldn't be content with that, now could they? No, the thieves had to take my per . . . pers . . . per-CHOOOOOO! My personal inventory! Well, I want it back, do you hear me? All of it. I'll bet it has something to do with those ca . . . ca . . . ca-CHOOOOO!" At this last eruption, he falls to his knees, and the valet rushes to his side and acts as a support cushion. Dunsinaine hardly notices the assistance while he clears his eyes. "Oh, nothing has gone right since I said those wretched hairballs needed to be gutted forever," he cries, sniffling. "All those cats came into town, and won't leave. Well, I won't stand for it, do you hear me? I'm going to redouble my efforts on the city council to force through the anti-cat edict. Horatio, make a note of that." The valet, whose name is not Horatio, hurries to make a note of that. Dunsinaine continues, "Oh, and you six. You will go find everything that was stolen from this room and bring it back here immediately! I want the thieves found and driven from the ci . . . ci . . . no, false alarm." He takes a breath, and continues, "Like I . . . HAW-CHOOOOO!" He takes a long time to recover from that one, but then finally says, "Oh, I must get to bed! If you find out why these cats are plaguing me, tell me so I can sleep again! Now ge . . . ge-CHOOOOOOO!" He leaves the room thereafter, and goes straight to his bed chamber and his orange juice.

The PCs are left to their own devices. The audience chamber contains a lot of furniture, but little else. There are plenty of clues to the identities of the thieves, however. For example, the floor has traces of tawny cat fur, the substance that re-awakened the priest's devastating allergy. The throne's gems have been pried out, apparently by claws. There are teethmarks on a cheap gem that has been tossed into a corner. There are claw marks on the windowsill and on the drape rod. The marks on the windowsill are heavier and more abundant than elsewhere. A careful examination will produce all of these clues. The thieves did not go beyond this room inside the church.

Examining the area below the third-story windowsill on the outside will not produce any clues. However, above the window frame on the outside are some claw marks, as if something had clung there. There is nothing in the alley between the church and the opposite building that would give any help, although there are a dozen domestic and wild cats down there which will protest intrusions into their territory. If asked via a *speak with animals* spell whether they saw anything during the night, most will say that they were either out roaming or were asleep—if they are inclined to tell the truth to the gullible humans. Two mangy cheshires saw some large mancats leap from the roof above to the window, but they will prefer to withhold the specifics of their information until they are fed, only alluding to knowing something that they would be willing to trade for something juicy and meaty. If any cat is fed, all the others will swarm the character offering the food.

The real trail of the thieves continues on the opposite roof, which is about six feet higher and twelve feet across the alley from the window to Dunsinaine's chamber. The opposite building is the Church's Grand Public Meeting Hall.

The Grand Public Meeting Hall

This three-story building is vacant unless some public meeting or synod is in progress, which there currently is not. The ground level entrance is guarded by Hubert Onger, a zero-level man-at-arms who sports studded leather armor and carries a halberd. Hubert is a cat hater, and all the cats give him a wide berth. He is not too keen on people either, and tends to snap when he talks. He will only let the PCs into the hall if they are wearing their white armbands, but in that case he will leap to attention, bow his head, and smile his snaggeltoothed grin as he tells of how he kept all of the filthy ratters away from the hall during the night. If the player characters ask to be let in, he will attempt to graciously accede (not succeeding) but will inform them that there is no one inside. He believes that to be true, and has not heard or seen anything out of the ordinary except for all of the cats. (If anyone casts a *detect charm* or similar spell on Hubert, he will test positive. He was charmed by Iris Duskblossom when she tailed the tabaxi here, thinking they might have some clues on the location of Morris, her cat familiar. Hubert has forgotten the entire experience, thanks to another of Iris' spells.) He is facing into the street, however, and could not see into the alley or the High Priest's window. He is about due to be relieved, and will be replaced by a young guard who the PCs will meet if they exit through the front.

The trail of the thieves continues on the roof. There are claw marks all over the place, although the heaviest concentrations are near the gutter on the side toward the church and the broken trap door to the inside. The door is still in place, but obviously has been torn from its hinges, perhaps with the aid of a crowbar. There is some cat fur here as well, although most of it has been blown into the rain gutters.

Inside, the three tabaxi who preformed the burglary are holed up in one of the side chambers. If trailed from the roof, the tracks lead all through the upper story above the grand chamber to the stairs down to the entrance to the grand chamber, which takes up most of the 20′ of the lower two stories. The track leads through the grand chamber, as well as out a number of windows. They have never left through the inner foyer behind the front door, however, and persons entering through that portal will find only light human tracks in and out. Of the cat tracks, the most recent lead directly from the stairs to one of the side chambers. The door is closed and locked.

The three tabaxi are still terrified from the night's activities. And they will cower in a corner, huddled together, if someone breaches their door. There are no other exits from that room. Two, Mwrrrr and Grrgrrr, will hide their heads in their paws. The other, Tahrrrrr, cautiously bats at the air in a half-hearted effort to warn the PCs away. With the exception of three scattered semi-precious stones and half of a torn

tapestry, there is no sign of the high priest's possessions here. The tapestry, however, is instantly recognizable as coming from Dunsinaine's chamber.

If they are attacked, the tabaxi will not put up a fight, although they will try to escape. If it is insinuated or stated that they were responsible for the theft of Dunsinaine's possessions, they will cry, "Naw-tus! Naw-tus! Naw-tav! Naw-tav! Nose-lay!" ("Not us! Not us! Not have! Not have! No slay!") They speak a smidgin of Common tongue, enough to understand most of what is said to them and to respond with something vaguely intelligible. Tahrrrrr will quickly confess their crime, with this admission: "Us teel! Us teel! But naw-tus! Naw-tav! Tigger-man! Tigger-woman!" ("Us steal! Us steal! But not us! Not have! Tiger-man! Tiger-woman!") They will all then break into cat tears. If asked to explain themselves, all three will attempt to do so at once, creating an incomprehensible cacophony. If they are calmed and some of their dignity is restored, Tahrrrrr, the best speaker of the group, will try to explain in his halting Common, unless someone in the PCs' party uses a spell or device to understand the tabaxi language.

The tabaxi have had a bad night. They came down from their mountain home into Claxton undetected after scenting the "wildsmell" (as they call the catnip aroma). They tried to get as close to the source as they could. Confused and startled by the pandemonium of the city, they fled to avoid being sighted and skinned. Hiding in the hall, they steeled themselves when they saw the riches in the building across the alley, and made a quick expedition to that area to clean it out. After they had brought all of the valuables in the audience chamber to the hall roof, they were surprised by a rakshasa, or "tigger-man" (they mean "tiger-man," a description they do not apply to themselves), who smiled evilly and lulled them to sleep. When they awoke, they were still on the roof, but much of the treasure was gone. Shaken, they brought the rest of their treasure downstairs, where they were again confronted, this time by a human-looking woman, although their senses suggested she too was a tiger ("tigger-woman"). She was angry at them for not being "man-Morris" (they assume "Morris" is a man), and lulled them to sleep again. When they awoke for the second time, they found the rest of the treasure missing. Shattered, they scurried into the side chamber and locked themselves inside, afraid to go to sleep again. Despite the lure of the wildsmell, they want nothing more than to escape the terrifying city and go back to the mountains.

Also, despite their frightened tourist mentality, these tabaxi are quite worldly for cat men. They understand the concepts of valuables and trade, and have developed a love for bright, shiny things in their sporadic dealings with humans. If promised some of these, or safe passage out of the city, or merely threatened or asked politely, the tabaxi will show the spot where they met Iris Duskblossom, the "tigger-woman" mentioned above. That is in the front inner chamber. Human tracks can be traced into the street. After that, however, they commingle with others on the street, and are no longer traceable.

As for the rakshasa, no trace of its appearance on the roof remains. A *locate object* on the missing other half of the tapestry will not detect the tapestry until it is within range, which it currently is not.

If the PCs try to leave with the tabaxi via the front door, the young guard will stop them, saying that he will have to inform his superiors of the presence of nonhumans in the city. The PCs can avoid this by asserting that they are his superiors, for he folds easily. If the PCs take the tabaxi outdoors the tabaxi must be guarded or they will skitter back into the meeting hall and out through the roof door, escaping across the rooftops. They are likely to stay in the city despite their wishes, as the catnip lure is quite strong.

Regardless, after the PCs have learned what they can from the tabaxi and have left the meeting hall either by the front door, the roof, or any other exit, they suddenly will hear a number of tiger-like roars and deep whirring sounds. If they are on the roof, a flind war party will be in plain sight on the street two blocks away. If the tabaxi are with the PCs, they will scream, "Terror-men! Terror-men!" while pointing at the obvious disturbance. They will bolt if not restrained, for they do not want to tangle with flinds.

Tabaxi (3): AC 6; HD 2; hp 12, 11, 9; MV 15"; #AT 3; Dmg 1-3/1-3/1-3; THAC0 16; Int Avg (High cunning); SZ M; AL CN

Bullroaring

Ten flinds and a captured hellcat have entered the city, drawn by the catnip. Finding the populace hostile to their presence, the leader, whose name is Jaraxer, ordered a show of strength in their tribe's distinctive fashion. They are barreling through the city streets roaring loudly and twirling their bullroarers. A bullroarer is a modified aklys made from a short hardwood tube attached to a long leather strap. When whirled about, a bullroarer creates a roaring noise. This requires seven feet of clear space, so the flinds are about 10 feet from each other. Most Claxtonites are giving this parade a wide berth, but some think it is a wonderful spectacle. The flinds are not harming anybody, as Jaraxer knows something about public relations. They start their run on a street corner two blocks east and 10 blocks south of the meeting hall, and will run until they tire. The hellcat is running between the flinds, and is invisible in the sunlight. The flinds' exact path is up to the DM, but it should take them past the PCs.

If the PCs or any other obstinate force of humans stand directly in their path, Jaraxer will call a halt with a sharp growl and demand, in Common, to know who challenges him. If Jaraxer is not diffused by a quick gift of treasure he will be very hostile to anyone who stops his bullroaring. He knows nothing of the burglary, but will proudly claim he has sacked many a church in his day. He will be indignant if asked to leave the city, and will list all the insults he and his men have suffered since they entered the city; no sacrifices for his good graces, no females of any species provided, and so forth. He feels he has every right to bullroar. If continually delayed, he will attack so he can get on with his show of strength. The hellcat telepathically pressures Jaraxer to attack, and he probably will eventually accede. He is not stupid, and does not believe that with nine troops he can bring Claxton to its knees. But he does demand proper respect, respect the city council would not be likely to grant.

If combat occurs, the hellcat will immediately pounce on the PC conversing with or attacking Jaraxer. In combat, some flinds will use their bullroarers as aklyses, while others use flindbars. Each has a dagger to use in extremis. The flinds have been told to leave alone any opponent that appears to be attacked by something invisible.

However, on the third round of combat, Helaitharoille the rakshasa appears in human form on the fringes of the crowd near the combat, and the hellcat will suddenly be attracted to him through Helaitharoille's *ESP* and the hellcat's *telepathy.* The hellcat abandons Jaraxer for the rakshasa, leaving any character it was attacking. The PCs may notice Helaitharoille and the hellcat disappear into a dark alley, the hellcat becoming visible as a wraithlike panther and Helaitharoille reverting to his tiger-man shape. They may be tailed back to Helaitharoille's impromptu lair in the warehouse basement.

When the hellcat detaches itself from Jaraxer, the flind will not notice the change until he looks for the cat. He begins to have second thoughts about the combat, but will still continue to fight to save his honor. The flinds, believing the humans will draw and quarter them after dipping them in boiling oil, will continue to fight for as long as they can, but will look to escape if possible.

If there is no combat, the hellcat still will find Helaitharoille and go with him. Jaraxer will demand to know what has happened to his cat (which no one else has ever seen), and will begin a door to door search, being disrespectful of the Claxtonites' property rights. If faced with a lynch mob, he will try to stage a graceful exit. If boxed in, he regretfully orders his flinds to attack.

The crowd also contains Iris Duskblossom. She has been looking for some trace of Morris, her cat familiar, and has been following any cat creature to find some lead. She will notice Helaitharoille and the hellcat enter the alley, and will follow, but behind the PCs if they pursue the pair.

Jaraxer: AC 5; HD 3+3; hp 26; MV 12"; #AT 1 or 2; Dmg by weapon +1; THAC0 15; Int High; SZ M; AL LE; Weapons bullroarer, flindbar, dagger; SA 17 strength (+1 "to hit" and damage), 18 Charisma to flinds and gnolls

Flinds AC 5; HD 2+3; hp 13 each; MV 12"; #AT 1 or 2; Dmg by weapon; THAC0 16; Int Avg; SZ M; AL LE; Weapons bullroarer, flindbar, dagger; SA 16 strength (+1 "to hit")

Bullroarer: works as aklys (Dmg 1-6, "to hit: roll of 20 entangles), makes roaring sound when twirled quickly

Flindbar: two attacks a round, chain-linked iron bars cause 1-4 points of damage and cause opponent to save vs. wands or be disarmed

Hellcat: AC 6 (2 if invisible); HD 7+2; hp 36; MV 12"; #AT 3; Dmg 2-5/2-5/2-12; THAC0 13; Int Avg; SZ L; Al LE; SA *telepathy (range 9"); SD invisible* in light, harmed only by magic weapons and magical damage bonuses do not apply, 20% MR, immune to mind control spells, wears a *collar of taming,* which has made it subservient to Jaraxer. If the PCs remove the collar, the cat will bolt from the flinds.

The Warehouse Basement

If Helaitharoille and the hellcat are traced to the alley, the PCs will notice the trail leads to a basement window. In the alley there are five domestic and three wild cats, and one elfin cat named Eshalia who has *reduced* herself to normal cat size. Eshalia is hiding, as she is frightened of the commotion. She will *ESP* any creature who comes into the alley. She only will come forward if a character is very favorably disposed to cats or is using a *speak with animals* spell. If she reveals herself, she will attempt to communicate with a few words of Elvish, "I Eshalia. Who you?" If comprehensible communication is established, Eshalia can tell the PCs that the rakshasa and the hellcat entered the basement window, and both were very hostile. Eshalia will communicate with Iris Duskblossom, who enters the alley after the PCs enter the warehouse. Iris will question the cats and drink her *potion of clairaudience* to listen in on the transactions inside. Iris will enter the warehouse only if she hears a definite lead on Morris, or if the PCs are losing a battle. If she hears about the source of the goods she took from the tabaxi, she will be inclined to give them back to the PCs.

The warehouse can be entered either through the locked front door or the basement window. If the PCs go through the door, they will have to find the trap door behind one of the stacks of foodstuffs stored here. The rakshasa will hear anyone walking on the floor. He will also see anyone who comes through the basement window, as they will block off the only shaft of light that penetrates the darkness. If he notices the PCs, he will use his *ESP* to divine their identities, abilities, and intent. That done, he will disdain the use of illusions for the moment, preferring to stay in the darkness provided by the black arm of Dunsinaine's *dicerion of light and darkness,* which envelops him and the hellcat in a 15-foot sphere of darkness. Both of the *dicerion's* candles are fully intact, and Helaitharoille has four spares, which he has every intention of using to full advantage if his lair is breached. Each candle normally burns for 10 turns.

Any PC entering the basement or looking in with or without a light source will see the white outline and blazing crimson eyes of the hellcat. It snarls and hisses, but will be calmed by Helaitharoille's soothing words from the darkness: "There, there, boy. I'm certain the fine champions of Harmony have a reason for being here. Perhaps they wish their high priest's precious riches returned, hmmmm?" At that point he lights the candle in the bright arm, burning away all of the shadows in a blast of metallic light. The hookah-smoking rakshasa, who has draped his tiger-man form in Dunsinaine's spare white and gold robes will be visible. Also visible will be the dicerion he holds in his hand, the ornate rug he sits crosslegged upon, the tapestries upon the walls, the silver and platinum chalices arranged about the room, and many (but not all) of the possessions stolen from Dunsinaine's audience chamber. The hellcat is invisible.

Helaitharoille is counting upon his ability to talk up a storm to make the PCs forget about the hellcat, which will maneuver into position to charge. The rakshasa welcomes the PCs into his lair, claiming that he is bored with the surroundings and proffering his intention to return the possessions if only the PCs will grant him a boon. The boon he asks is the knowledge of why he was drawn to this bustling city against his better judgment. He honestly does not know this, but truly cares little, and is only trying to entice the PCs further into his lair so that he and the hellcat can feast upon their flesh. When his words have outlived their usefulness, he and the hellcat attack.

The hellcat will claw and bite. The rakshasa's tactics will depend on the situation. He will try to avoid melee so that he can use his spells to full effect, but will not be afraid of melee with mere humans unless faced with a particularly devastating weapon. He uses *ESP* to divine the PCs' intentions. Some of his spell tactics may include: casting *hold portal* on whichever portal the PCs came through; *binding* a PC in the strands of the rug; centering a *flaming*

sphere almost directly upon himself; casting *dispel magic* around himself; and so forth. If anyone begins casting a *bless* spell, he will immediately cancel what he is doing and cast *curse* on what he estimates is the blessed area or object. Note that none of his spells can affect his person, although he always can mask himself in an illusion. Helaitharoille uses the *dicerion* to aid his vision (allowing him to see in all light conditions) and to make the hellcat invisible. But he also can change the light conditions to disorient the PCs by merely lighting or snuffing one candle or the other.

Iris will enter the combat from the alley if the fight is going against the PCs. She does so only after the rakshasa has asked the PCs if they know what drew him here—then she knows he could not possibly know Morris' location. Eshalia will be watching, but will not fight unless Iris is in extreme danger. When Iris enters combat, she is likely to use a spell as her first attack, probably *magic missile,* unless she heard something that would lead her to believe that the rakshasa was immune to most spells. After that spell fizzles, however, she will need no further coaching. She will use a magic item or a weapon on either the rakshasa or the hellcat, or perhaps to aid the PCs.

When combat is over, Iris will speak with the PCs (see below).

Elfin cat: AC 4; HD 3+6; hp 19; MV 18″; #AT 3; Dmg 1-2/1-2/1-3; THAC0 16; Int Low; SZ S; Al N; SA: *pass without trace* at will, leap 20′+, move silently 99.9%, hide in natural surroundings 90%, surprise 5 in 6; SD MR 20%, surprised only 1 in 20, *ESP* to determine hostility

Spells (at 9th level): *enlarge, reduce* (x2), *tree* (limb only) (x2), *trip*

Rakshasa: AC -4; HD 7; hp 39; MV 15″; #AT 3; Dmg 1-3/1-3/2-5; THAC0 13; Int Very; SZ M; Al LE; SA *ESP* at will, *spectral force* at will; SD immune to non-magical weapons, magical weapons below +3 do half-damage, immune to all spells under 8th level, killed by *blessed* crossbow bolts

Spells, clerical (at 7th level): *curse* (x2), *detect magic, penetrate disguise*

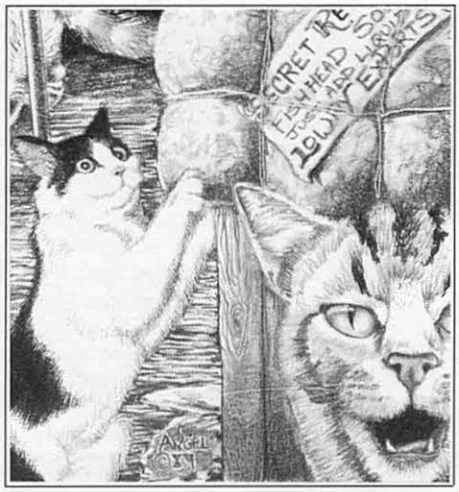
Spells, mage (at 7th level) *friends, hold portal, message, taunt, bind, flaming sphere, dispel magic, tongues*

The Regression of Iris Duskblossom

If she did not enter the combat with the rakshasa, Iris will slink into the warehouse basement when combat is over. Eshalia accompanies her, riding on Iris' shoulder. If Iris joined the combat, Eshalia will leap to her side.

If the PCs are friendly, this beautiful woman introduces herself and her new friend Eshalia. Iris wears a pert red and orange sundress, a crimson headband, and a fashionable white sash. She has small claws, heavily arched eyebrows, and fangs. If someone appears to notice these, she will try to hide the offending features and say, "Oh, you noticed. I apologize; I'm usually a lot prettier. I thought I'd kicked this habit when we went to the monastery. Looks like I was wrong, huh?" If asked to explain herself, she will tell her story:

"My name is Iris Duskblossom. A cousin of mine, a woman of some renown, had a problem with lycanthropy. Unfortunately, before Lily, that's my cousin, discovered she had this, ummm, disease, she spread it to



me. Well, I guess it's my fault. I got in an argument with her because I thought she was hiding Morris, my familiar. I got a little carried away. Well, like I said, at the time neither of us knew she had lycanthropy. I eventually found Morris, he was hiding under a chair. And sometime after that Lily and I made up, sort of. Anyway, I tried to get cured as soon as I found out, and I thought it worked, but when Morris and I were traveling recently, we were drawn here by an irresistible smell coming from this city. Since arriving in the city, I have been dismayed to discover a few of my tigrine traits returning, but so far I have not returned to my lycanthrope form. Now if I can only find Morris, my familiar, I can at least get some rest and stop worrying so much. This whole episode is going to give me gray hair."

Iris suspects that whatever has lured her here has reawakened a few of the traits of the weretiger, but will not cause a relapse. She has been searching for Morris, who has not contacted her since he bolted into Claxton yesterday. She would welcome any information on the whereabouts of Morris or the reason they were drawn here.

When Iris sees the furnishings in the basement or hears that the possessions came from a church, she will realize that the possessions she took from the tabaxi really belong to the Church of Harmony, which she does not wish to offend. Accordingly, since the PCs are likely to be wearing their white armbands that signify their attachment to the church, she quickly confesses to having the rest of the loot and offers to hand it over to the PCs, apologizing for offending the church in any way.

Once she has pumped the PCs for all of the information she can, Iris bids them a gracious adieu and leaves. However, as she does, she suddenly will receive a benefit of four hit points, which will heal a wound she suffered in combat or will make her feel exceptionally healthy. She will be surprised at first, saying, "Folks, did you just cast a spell on me? I feel so. . . ." She then realizes the source of the boon, and shouts joyfully, "Morris! He's here!" She scrambles through the basement window into the alley, with Eshalia close behind. She stands in the alley yelling for Morris, whistling as she does so. She entreats the PCs to help her call for Morris.

Morris, Iris' black cat familiar, has followed her trail of cat inquiries to this place. He hears her whistling and comes running, bounding into her open arms. They cuddle together for a minute, greeting each other in Common. During the reunion, Iris and Eshalia begin twitching their noses, as will any other cat creature in the area. Morris is pleased to be getting attention from the beautiful Eshalia. However, when Eshalia's *reduction* spell's duration suddenly lapses she instantly grows to the size of a german shepherd. Terrified, Morris yelps and cowers in Iris' arms.

Morris has come from a romp in paradise at the temple of Bast, culminating in a roll through the divine catnip. His fur still has hint of the mint, although only cat creatures will recognize it as the scent that lured them here. Iris hurriedly questions him:

"Morris, what have you been into? This is it, isn't it?" Morris responds, "Oh, Iris, you have to see this place. They've got this herb there and it's intoxicating. All of the cats were rolling in it, and I was able to get in a roll myself. You have to come. It's heaven. It's ecstasy. It's. . . ." Iris cuts him off with, "It's hallucinogenic, obviously. Look at me, Morris. Look familiar?" She bares her fangs and extends the claws on one hand. Morris is startled. "Want me to go through that again?" Iris demands. "We've got to get as far away from here as we can." "But, Iris," Morris protests, "it can't be that bad, can it? You look great with the eyebrows and the teeth, and. . . . No, huh? Oh well, I like my milk too much to disagree. Much."

Iris praises Morris for his sacrifice and prepares to leave Claxton.

The PCs are free to ask Morris where he was and what he saw. Morris will tell what he knows if Iris asks him to, which she will if she is favorably disposed toward the PCs. He knows the temple was dedicated to Bast, the Egyptian cat goddess, but was disguised as a mausoleum tended by a man named Manetho Khafre. It is on the east bank of the Blue Axton, near a big yard and a smeltery. (Given this, the PCs can determine the location of the temple.) Morris' memories of the place are of huge numbers of cats (all normal, including some great cats) and of the maddening catnip. He did not see the Cat Lord there, and does not know of his presence. He did see Manetho Khafre, whom he will be able to describe only as a man in white who gave out milk. He is likely to dwell on the mint, although he does not know the word catnip.

Once they have decided to leave Claxton, Iris and Morris will bid farewell to the PCs and thank them for their help. They leave the PCs with all of Dunsinaine's treasure. Morris' mint-coated fur will protect him from the lure, as he is attracted to himself (a normal state for Morris). Every other cat in this area also will be attracted to him. He, Iris, and Eshalia will leave the city, but soon will be drawn back if the catnip remains. It is unlikely, however, that the PCs will meet them again.

Iris Duskblossom: AC 6; Lv 5; hp 18 (22 with Morris); MV 12"; #AT 1; Dmg staff; THAC0 20; Int High; SZ M; AL NG

Spells *magic missile, strength, web* (all others cast)

Magic Items *bracers of defense AC 7, ring of spell storing (2 magic missile* spells cast at 7th level), *staff +3; potion of ESP; potion of extra healing*

Morris: AC 6; HD ½; hp 4 MV 15"; #AT 2; Dmg 1-2/1; THAC0 20; Int Ave; SZ S; AL NG; SA speaks Common, if claw attack succeeds can make rear claw attack (D 1-2)

This ends part one. Part two of Cataclysm will appear in POLYHEDRON™ Newszine #49. ❑

Caitlin Barristar

8th Level Female Human Cleric

STR: 14
INT: 16
WIS: 17
DEX: 10
CON: 15
CHR: 16
COM: 11
AC Normal: 1
AC Rear: 4
Hit Points: 49
THAC0: 16

Height/Weight: 5′ 5″/115 lbs
Hair/Eyes: Blond/brown
Alignment: Neutral Good
Weapon Proficiencies: Club, hammer, staff, mace
Special Abilities: Healing, direction sense, riding (land)
Languages: Common, Neutral Good
Spells/day: 5 5 4 2

Magic items: *Mace +2, shield +2, ring of warmth, periapt of health, oil of impact* (3 applications)

Equipment: Banded mail, white robes, white armband, silver symbol of the Church of Harmony (crossed circle), hammer, belt pouch, hard boots, medium warhorse

Wealth: 18 gp, 17 sp, 26 cp, and four 20 gp gems

You are an undercleric of the Church of Harmony, a non-theistic church in Claxton, the largest city in the known world. The Church of Harmony established itself as the single legal religious entity in Claxton when you were a child, using its political influence to have all veneration of gods and idols declared illegal. The church welcomed all comers and was the most popular church in Claxton when this occurred, so the muzzle on religious freedom is generally well accepted. Your father was also an undercleric of the church, and you were welcomed into the church as a youngster. You are businesslike, and you teach peace so that everyone can get on with their lives. You have reservations about the official policy of non-tolerance, but you concede that this does eliminate most of the problems posed by evil religious fanaticism. You respect your ranking superior, High Priest Grandest Dunsinaine, although your close contact with him over the past few years has

Rylian Locanter

7th Level Male Human Ranger

STR: 17
INT: 16
WIS: 15
DEX: 14
CON: 16
CHR: 12
COM: 10
AC Normal: 3
AC Rear: 4
Hit Points: 58
THAC0: 14

Height/Weight: 6″/175 lbs
Hair/Eyes: Brown/green
Alignment: Chaotic Good
Weapon Proficiencies: Bow, knife, spear, long sword, garrot
Special Abilities: Ranger abilities, alertness, fire building, hunting, animal noise
Languages: Common, Elvish, Chaotic Good

Magic items: *Long sword +1/+3 vs. regenerating creatures, arrow of troll slaying, studded leather armor +3, bracers of archery, potion of ventriloquism*

Equipment: Long composite bow, 20 arrows, knife, garrot, hooded brown cloak, carved wooden shield, high soft boots, white armband, light warhorse

Wealth: 10 gp, 10 sp, 10 cp, and two 100 gp pearls

You only have been in Claxton, the most populous city in the world, for about three years, having come here from a small community about a hundred miles away. You only planned to visit, but were enchanted by all of the activity and sights in Claxton, and decided to stay on. Now that your initial awe has subsided, you still are amazed that many Claxtonites take their wealth for granted, often not even noticing that their needs are provided for while others in the world must struggle for bare necessities.

To earn a wage, you started working for an herbalist, but last year you took a position with the Church of Harmony, the only legal spiritual agency in the city. Other faiths, including your druidic creed, are illegal in the city, although the militia does not persecute believers of illegal faiths unless they are blatant about it. Though you do not proselytize,

Aliathia Aquila

Male Half Elf Cleric/Fighter/Magic-user (6/6/6)

STR: 16
INT: 16
WIS: 16
DEX: 15
CON: 10
CHR: 13
COM: 15
AC Normal: 2
AC Rear: 5
Hit Points: 30
THAC0: 16

Height/Weight: 5′ 2″/106
Hair/Eyes: Copper/green
Alignment: Chaotic Good
Weapon Proficiencies (cleric): Mace, staff, lasso
Weapon Proficiencies (fighter): Long sword, spear, sling, javelin, trident, short sword
Weapon Proficiencies (magic-user): dagger, dart
Special Abilities: boating, swimming, fishing, animal handling, riding (land), carpentry, weaving, potting, masonry, boat building
Languages: Half elf languages, Common, Chaotic Good
Spells/day (cleric): 5 5 2
Spells/day (magic-user): 4 2 2

Magic items: *ring of faerie, elven chain mail +1, gloves of thievery, 4 sling bullets of impact, long sword +1, potion of extra healing*

Equipment: Studded leather armor, shield, sling, hooded green cloak, green and yellow soft boots, white armband, dagger, light warhorse

Wealth: 30 gp, 10 pp, and one 120 gp ruby

Spell Book

Level 1 Spells

affect normal fires	*armor*
detect magic	*enlarge*
grease	*light*
magic missile	*read magic*
sleep	*taunt*
wizard mark	

Level 2 Spells

alter self	*ESP*
irritation	*knock*
ray of enfeeblement	*strength*
whispering wind	

Level 3 Spells

clairvoyance	*slow*
fireball	*gust of wind*
tongues	*feign death*

Though your absent father was a wood elf from a faraway forest, your life is in Claxton, the largest city in the world. There are probably less than a dozen demi-humans in the city, mostly because there is only one legal religion, the non-theistic Church of Harmony, in the city of 250,000. You work for the church as a paid agent. However, you don't take your work too seriously.

Part of the reason for your taking this position lies in your adaptability, which your comrades consider phenomenal. You can understand a situation based on a small amount of information, and train quickly at most skills. You do this by not worrying about details or complexities, and tend to rush into an action after making a snap, but usually accurate, decision. For most of your life you have wandered from job to job, never staying in any field for more than a few months.

Caitlin Barristar, a cleric of the Church of Harmony, is your instructor in all things clerical. She does not share your views on freedom. However, she is a fantastic leader, even if she would prefer to be in a more traditional clerical role.

Rylian Locanter, a ranger, comes from a faraway forest. He has told you of the forest, and it does not sound anywhere near as interesting as the city. Rylian shares your philosophies about freedom and about life in general, but he often needs help in such a big city.

Jeanna Katali, a mage, has taught you magic. She has also tried to teach you her greed, but the pursuit of money is entirely too boring for you.

Rathias Balcaster, an acrobat, has not responded well to your requests to be taught thievery, mostly because he doesn't admit to being a thief. You will eventually get him to admit he is a thief, as you are relentless in all pursuits.

Macklan Moonstance, the fighter who taught you swordplay, was born in the slums but was taken in by the Church after he rescued some kids. He is a devoted to charity, but thinks his opinions are always correct, assuming there is only one path to happiness.

you retain your worship of nature. You work for the Church as one of a group of paid agents. You are not involved in persecutions. The assignments thus far have been relatively easy to complete. And they have allowed you to see much of this great city. You really love the city, probably more than the woods you left behind. This has put you in something of a quandary. Your profession centers around nature, but you have gotten very used to cobblestones beneath your feet.

Caitlin Barristar, a cleric of the Church of Harmony, is the appointed leader of the group. Though you have no complaints about her leadership, you would prefer if she were not so resigned to what she believes is the necessity of the restrictions on worship in the city. Perhaps you could make her understand there is a need for other faiths and points of view.

Aliathia Aquila, a half-wood elf cleric/fighter/mage, is very adept at learning new things. You share a philosophy about religious freedom with him, although he, too, is a cleric of the Church of Harmony. He has spent all of his life in the city, away from the woods of his father, and is more accustomed to city life than you. His interests are divided among his various vocations. You hope those divided interests do not bring harm to the group.

Jeanna Katali, a mage, is one of the city's wealthy citizens, though she still works for more money. This is primarily because she is devoted to acquiring even more money. She cares little for the needs of others. You have little use for selfish snobs such as her, however you try to tolerate her because her skills benefit the group.

Rathias Balcaster, an acrobat, is also interested in money, but he does not have Jeanna's fortune. You suspect that he may have a criminal past, which was not frowned upon back home but is here. He is a man of mystery.

Macklan Moonstance, a fighter, was born to poverty but was taken into the church after selflessly rescuing two children. Though he seems to think that his values apply to everyone, and right and wrong are defined by him, he has a good heart. Of all the party members, you feel closest to him.

showed you that he is not infallible. He has noticed your leadership skills and, last year, assigned you to a paid group of agents for the church. You do not mind the assignment, although you would prefer a more traditional clerical post.

Until you get the post you want, you watch over your comrades, trying to keep them on a steady course and out of trouble. You provide what leadership and advice you can, since you know the church will credit you for the group's successes and blame you for any failures.

Rylian Locanter, a ranger, is a recent arrival to Claxton, and not entirely familiar with the city. He observes some nature faith, but still is easy to get along with. He dislikes the church's restrictions, believing in the freedom of all regardless of practical considerations. Noble words, but you have trouble agreeing. Perhaps you can convince him your beliefs are better.

Aliathia Aquila has some elven blood in him, and a natural adaptability which makes him able to understand problems and skills with very little teaching. You have instructed him in spell casting, but so has Jeanna. Macklan has taught him swordplay. Some of the others seem uncertain about Aliathia's abilities. You will champion him if necessary, defending his strong points. Everyone has some worth and value and should not be put down in front of others.

Jeanna Katali, a mage, is a wealthy heir to fortune, but this does not prevent her from devoting her energies to the acquisition of more wealth. She is cold and not at all interested in humanitarian causes. Perhaps her continued association with you will help improve her outlook on life. Greed is an unnecessary evil.

Rathias Balcaster, an acrobat, has not talked much about his past, but seems trustworthy. Like Jeanna, his main interest is making money. He has not balked at your advice, but you think he doesn't consider your motivations worthwhile.

Macklan Moonstance, a fighter, was born to poverty and worked in a coal mine until the church took him in after he heroically rescued two children trapped in the mine. He is devoted to the church and to helping others. You admire him.

Jeanna Katali

8th Level Female Human Magic-user

STR: 12
INT: 16
WIS: 12
DEX: 15
CON: 10
CHR: 11
COM: 14
AC Normal: 6
AC Rear: 7
Hit Points: 29
THAC0: 19

Height/Weight: 5′ 3″/100
Hair/Eyes: Silver/blue
Alignment: Lawful Neutral
Weapon Proficiencies: dagger, dart
Special Abilities: Riding (land), blind fighting, plant lore, swimming, animal lore
Languages: Common, Lawful Neutral
Spells/day: 4 3 3 2

Magic items: *Slippers of kicking, pouch of accessibility*, scroll of two spells (*flaming sphere, fireball;* both cast at 8th level), *cloak of protection +3, dagger +2/+3 vs. creatures larger than man-sized*

Equipment: White armband, 8 caltrops, 6 darts, black and white pants outfit, 3 belt purses, spell book, light riding horse

Wealth: 25 pp, 20 gp, 10 sp, 500 gp silver and moonstone necklace, and four 90 gp electrum bracelets

Spell Book

Level 1 Spells

affect normal fires
armor
detect magic
enlarge
grease
light
magic missile
read magic
sleep
taunt
wizard mark

Level 2 Spells

alter self
ESP
irritation
knock
ray of enfeeblement
strength
whispering wind

Level 3 Spells

clairvoyance
slow
fireball
gust of wind
tongues
feign death

Rathias Balcaster

9th Level Male Human thief-acrobat

STR: 15
INT: 15
WIS: 13
DEX: 18
CON: 12
CHR: 13
COM: 12
AC Normal: 5
AC Rear: 9
Hit Points: 41
THAC0: 16

Height/Weight: 5′ 11″/160
Hair/Eyes: Brown/hazel
Alignment: Neutral (Chaotic)
Weapon Proficiencies: short bow, lasso, shorts word, dagger
Special Abilities: direction sense, rope use, running, slow respiration
Languages: Common, Neutral, Thieves' Cant

Thief Abilities

PP	OL	FT	MS	HS	HN	CW	RL
65	57	45	60	20	46	108	25

Acrobat Abilities

TW	PV	HJ	SBJ
105	11 ½′	4 ¾′	6 ½′

T (Att)	T (Eva)	Fall
12	30	30/30′

Magic items: *Throwing dagger +3, 12 arrows +1, boots of varied tracks, scroll of protection from fire, potion of extra-healing, ring of protection +1*

Equipment: Lasso, short sword, white armband, grappling hook and rope, brown shirt and trousers, low soft boots, thieves' tools, light riding horse

Wealth: 3 pp, 15 gp, 10 sp, 10 cp, three 20 gp gems, and 1 50 gp gem

Being the largest city on the planet, Claxton was a great place for a talented entrepreneur like you. You started as an entertainer, but soon found a way to tumble your way into a huge fortune. You performed in a circus act that visited the homes of Claxton's wealthy. While the others were earning performers' wages, you were casing the mansions and summer homes for burglaries. Unfortunately, the connection between the circus act and the burglaries was soon made.

Macklan Moonstance

8th Level Male Human Fighter

STR: 18/50
INT: 14
WIS: 15
DEX: 14
CON: 17
CHR: 14
COM: 18
AC Normal: 1
AC Rear: 2
Hit Points: 79
THAC0: 14

Height/Weight: 6′ 3″/215 lbs
Hair/Eyes: Black/green
Alignment: Lawful Good
Weapon Proficiencies: Long sword, two-handed sword, military pick, dagger, crossbow
Special Abilities: Swimming, endurance, miner
Languages: Common, Lawful Good

Magic items: Long sword, +3 frostbrand, chain mail +3, rope of climbing, potion of plant control, ring of feather falling, potion of extra healing

Equipment: Light crossbow and 20 bolts, shield, white armband, military pick, dagger, metal-studded boots, medium warhorse with leather barding

Wealth: 10 gp, 20 sp, 30 cp

When you were a boy in a lower class neighborhood of Claxton, the world's largest city, you wanted to be a knight, but you had to work in a coal mine. You liked the work, as it was a job where the full effort of men was required in pursuit of a common goal. About two years ago, long after you forgot about becoming a knight, a failure in planning released a deadly flood in the mine, trapping two boys beneath the surface. You dived into the flood and swam against it with all your might, reaching the boys. Stretching your muscles beyond their normal ability, you were able to haul them to the surface.

This act came to the notice of a cleric of the Church of Harmony, a non-theistic church that is the only legal church in Claxton. The cleric asked you what you wanted in reward, and you said, "Nothing." But apparently someone told the priest that you wanted to be a knight. You were adopted into the ranks of the Church as a champion, knowing wealth and cleanliness for the

first time. The wealth meant little to you, but it did allow you to provide for your parents. You are now a member of a group of church agents, and use this position to spread wealth to many needy people. You champion every just cause, and try to aid anyone in need.

Caitlin Barristar, a cleric of the Church of Harmony, is the appointed leader of the agents, and you follow her every command. She is truly devoted to the Church, and is the epitome of goodness, although you think she would be more comfortable in a standard clerical position.

Rylian Locanter, a ranger, is a stranger to the city, having lived here only for a few years. He respects your philanthropic views, but apparently thinks your view of good and bad is unyielding. If only he knew there are black and white definitions to everything. He is a nature worshipper rather than a follower of Harmony. But he is strong and courageous, and you consider him a fine friend.

Aliathia Aquila, a cleric/fighter/mage, speaks of a long lost father who was a wood elf, however Aliathia doesn't look too much like what you've heard elves look like. Though he is a very good person, he balks at some of the Church's decrees, and you've never believed him to be in the right on this. Perhaps you can lead him down the correct path.

Jeanna Katali, a mage, is extremely rich, and you cannot understand why someone so intelligent and wealthy would be so resistant to your views on giving money away; she has so much of it. Still, she is friendly to you. Perhaps you can use this to her advantage, molding her into a better person who values things other than gold and silver.

Rathias Balcaster, an acrobat, doesn't have Jeanna's money, but seems to devote much of his energy to gaining his own. He obviously considers his needs paramount over those of others, and has no compunctions against telling you that. But there must be some good in him somewhere. And even though you are suspicious of him, you will help defend his honor when others in the group give him too much of a hard time.

Luckily, you escaped the resulting crackdown.

Since that close shave about four years ago, you have confined most of your activities to legal endeavors. You tried to reform the circus, but the burglary scandal had made this an unpopular form of entertainment. For a time you were a courier, a job with compensation far too low for your taste. But it did make you some valuable connections with the Church of Harmony, the single legal church in Claxton. You hold a position as one of a group of well-paid church agents, all of whom know you as an acrobat. You don't think they know of your criminal past. And you like it that way.

You aren't always truthful with the others. You don't want them to find out too much about yourself and your thieving abilities. It is none of their business, anyway.

Caitlin Barristar, a cleric of the Church of Harmony, is the group's appointed leader. There are times when she goes overboard with her good nature, but generally she is competent. If she finds out about your criminal record, you are sure she will have you dismissed, which you cannot afford.

Rylian Locanter, a ranger, is a foreigner, coming from a forest community. He is naive about city life sometimes, but he is improving. He might suspect you have been a thief, but seems not to care.

Aliathia Aquila claims an elfin heritage. He has an agile mind, and has taken up the professions of cleric, mage and fighter simultaneously. He boldly asked you if you would teach him thievery as well. You were so surprised that you hastily, and perhaps clumsily, denied your abilities.

Jeanna Katali , a mage, is the daughter of a merchant family, and a very rich person. She has shown some interest in employing you in some form, and has suggested she is looking for a way to make a huge amount of money.

Macklan Moonstance, a fighter, used to be very poor, but is now a ward of the Church. He assumes he knows the right way for everyone to behave, which apparently includes giving away all of one's money to needy people, as if need were so rigid a concept. Still, it is hard not to dislike someone like Macklan.

Level 4 Spells

ice storm *stoneskin*
Rary's mnemonic enhancer

You were born to a powerful and wealthy merchant family in Claxton, the world's largest city. Though you showed exceptional ability and zeal for making money, your older siblings were slated for control of the family business, the spice trade, and you chose magic as a profession. Still, you have never wanted for anything, at least nothing basic. You look out for yourself and do not try help others—after all, you can't help everybody.

Currently, you work for the Church of Harmony, the only legal religious body in Claxton. You do not have any religious background, and have never attended the Church of Harmony except in a professional capacity. Your position in the Church is as a paid agent. The Church is the richest body in the city, and you want your share.

Caitlin Barristar, a cleric, is the appointed leader of your group. You don't object to her, but you wish she would give up some of her unattainable charitable goals.

Rylian Locanter, a ranger, shares the cleric's outlook. He doesn't think you have the right to have so much money, but then he doesn't any of his own, does he?

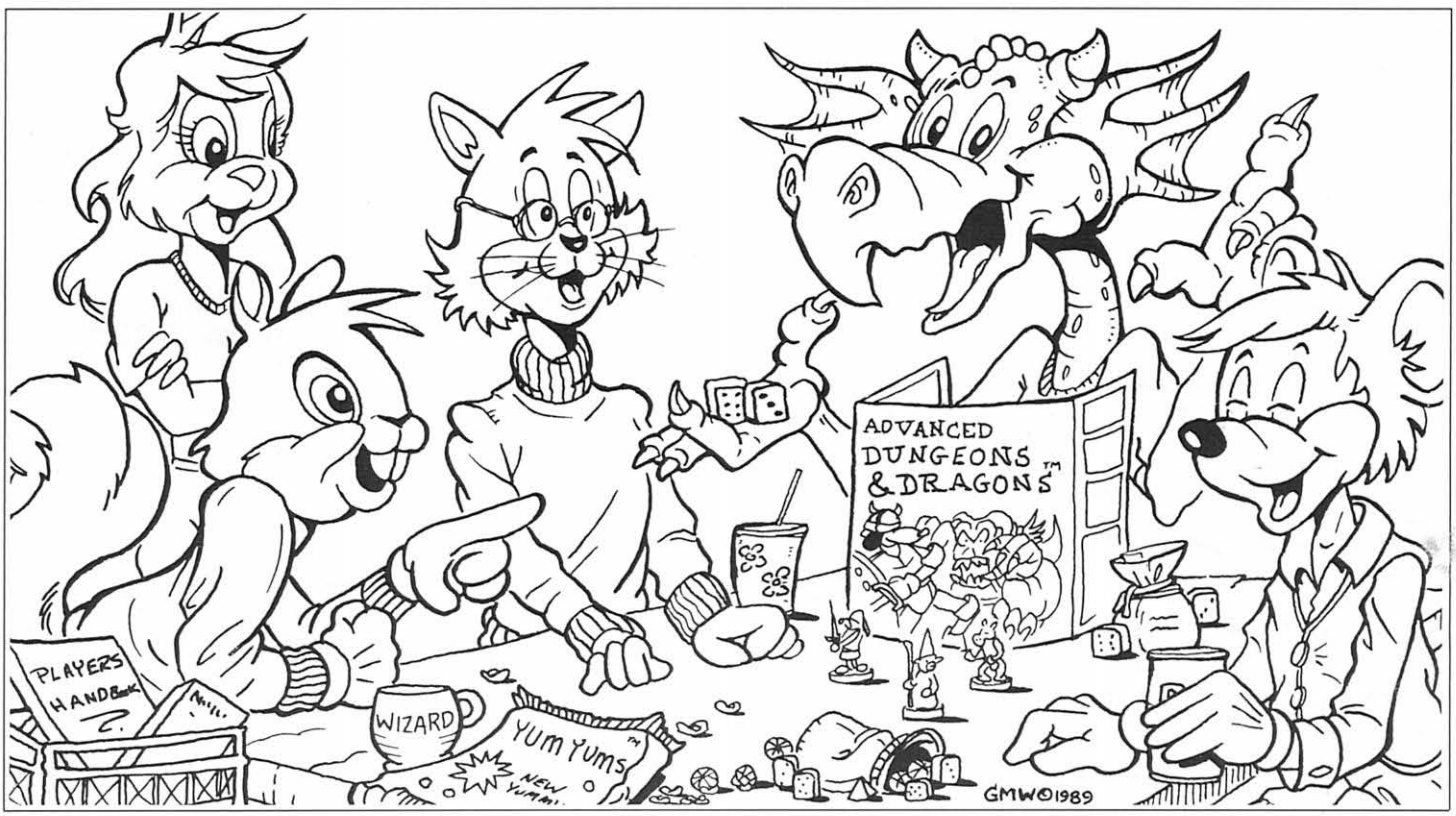
Aliathia Aquila, a cleric/fighter/mage, has an elven parent. He has expressed an interest in magic, and you have taught him what he could learn, even allowing him use of your spell books. He owes you a great favor for this.

Rathias Balcaster, an acrobat, probably was a thief at one time, otherwise he couldn't do the things he does. He also seems to be in this thing for the money.

Macklan Moonstance, a fighter, is from the lower class, but was adopted into the Church after some heroic act. Instead of sensibly enjoying his wealth, however, he is content to spread it among others and then preach about the virtues of philanthropy. Obviously, he doesn't know what its like to have to work for it.

By The Book

Guidelines for Players and Dungeon Masters



by Douglas J. Behringer

Notes for the Dungeon Master

RPGA™ Network tournaments run smoother when players and judges cooperate and practice a little gaming etiquette. These suggestions should help the participants get the most of their gaming experiences. The examples use the AD&D® game system, since it is the most popular of Network events. However, the advice can apply to other game systems.

First, let's take a quick look at some of those things that you, as the DM in an official RPGA Network tournament, must never do.

Double Damage: Double damage on a "to hit" roll of 20 or a fumble on a roll of a 1 have never, I repeat never, been part of the official AD&D game rules. Since they are not part of the rules, they do not belong in a Network tournament. This includes all critical hits and fumble tables.

Other Variants: No variants to the official rules are allowed. Players cannot be expected to be familiar with any additions or changes you have made to the rules. Your changes might work in your campaign, and they might make more sense to you than the published rules, but your tournament players might disagree. People play RPGA Network tournaments because they know they contain no variants. Players enter Network tournaments knowing what to expect.

Suggestions

Rules Interpretations: These can pose some sticky problems, especially since players who don't like the way you use the rules do not have the freedom of picking up and leaving, as they would in campaign play. When a player disagrees with you, calmly listen to the point the player is making (remember some of the best players in the country belong to the Network), then review your decision and explain your reasoning. Be courteous and polite when presenting your views; attitude makes a big difference. You—the DM—are in charge at your table, but always be open to constructive suggestions and criticisms. Players usually are only trying to help. If worse comes to worse, you can always ask your event coordinator or a Network staff member for advice.

Scoring and Voting: When tournament play is done your job is not over. You must preside over voting. This means giving each player a chance to summarize his character's background and to explain why he did things the way he did. Be alert for omissions, misrepresentations, and examples of outstanding play. It is your job to point

Continued on page 31

The Mutant's Armory

Part Two: Grenades and Explosives

by Kim Eastland

Part one of this series, Hand-Held Weapons, *appeared in issue #47.*

The damage for grenades and other explosives is different from normal weapons. The blast radius given (usually two meters) is the base radius (Red ACT result) in which the base damage x5 occurs. The next radius factor (another two meters in this case), causes x4 damage; the next, x3 damage; and so on. In this way an explosive assigned a two-meter blast radius actually has a 10-meter blast radius for damage.

A thrown grenade, damage pack, or launched missile requires a to hit roll just like a normal weapon. Damage packs normally have lengthy timers, all other explosives detonate at the end of the turn. The range of a thrown grenade or explosive equals the character's PS plus DX modifier, Attack Rank equals the character's Experience Rank (or Thrown Grenade talent/skill). If the attack misses, use the diagrams on page 22 to determine where the explosive actually lands. The shaded arrows indicate the direction of the throw. The diagrams show direction of the miss, the distance can be anywhere up to one half the distance thrown. To determine the distance randomly, divide the maximum distance for the bounce (one half the distance thrown), by 10, then roll 1d10 times the quotient to determine how long the miss is; round up to the nearest meter. For example, a character throws a grenade 50 meters and misses. The grenade could miss by as much as 25 meters (½ × 50). The player rolls 1d10 and gets a five, so the grenade misses 13 meters (25/10 = 2.5; 2.5 × 5 = 12.5, round up to 13).

Notes

1. This grenade heats up an area so much that the air catches on fire immediately.

2. The grenade creates a brilliant flash of light and a non-sonic boom which

Grenades

Weapon Type	Tech Level	Mod	Base Damage	Base Range	Effects	Wt. kg.	Cost gp.
Chemex	DIII	DX	15	PS(2R)	BURN[1]	.2	(150)
Energy	EIV	DX	10	PS(2R)	ELECTRICAL	.2	(150)
Flash	DIII	DX	—	PS(3R)	Note 2	.3	(100)
Foam	DIV	DX	type	PS(3R)	Note 4	.1	(130)
Fragmentation	CIII	DX	8	PS(2R)	Note 6	.1	75
Gas	DIII	DX	type	PS(3R)	Varies[5]	.2	60
Photon	DIV	DX	30	PS(2R)	Note 6	.2	((600))
Polyband	DIV	DX	—	PS(1R)	Note 7	.2	(100)
Sonic, boomer	CIV	DX	12	PS(2R)	Note 8	.2	60
Sonic, crusher	DIV	DX	Spec.	PS(2R)	Note 9	.3	350
Sonic, popper	CIV	DX	4	PS(1R)	Note 10	.1	20
Sonic, torc	CIV	DX	25	PS(3R)	Note 11	.3	((150))
STUN	DIV	DX	1	PS(2R)	Note 12	.3	(50)

Demolitions[13]

Damage packs[14]

Small Pack	CIII	IN	8	PS(3R)	COMP. A	4	100
Medium Pack	DIII	IN	15	(6R)	COMP. C	8	((175))
Large Pack	FIII	IN	25	(6R)	COMP. C (CRITICAL)	10	((275))

Plastic Explosives

Tornadium D-19[15]	CIV	IN	Special	PS(3R)	Concussive (CRITICAL)		100 per 50 g.
Tornadium D-20[16]	CIV	IN	Special	PS(V)	Concussive (CRITICAL)		200 per 50 g.
Plastid[17]	CIV	IN	Special	—(—)	Special		((5000)) per 100 g.

Detonators[18]

All types	BIII	IN	—	—	—	.1	from 50 to ((300))

Missiles[19]

Micro	EIV	DX	12	300(3R)	STUN	1.4	((500))
Mini	EIV	DX	20	500(6R)	SLAM	7	((1000))
Surface	FIII	IN	40	12,000(35R)	CRITICAL	500	((10,000))

Bombs

Concussion	DIII	IN	5	PS(12R)	KO GAS (2d6 m)	3	(75)
Fission (clean)	HIV	IN	75	(200R)	CRITICAL	10	((2,700))
Fission(dirty)	HIV	IN	100	(200R)	CRITICAL	10	((1,500))
Fusion	HIV	IN	30	(12R)	BURN*	15	((600))
Matter, Alpha	EIV	IN	20	PS(2R)	COMP.C	5	((400))
Matter, Beta	EIV	IN	40	PS(6R)	COMP. C	10	((900))
Matter, Delta	EIV	IN	80	PS(12R)	CRITICAL	20	((2,000))
Mutation	FIV	IN	15	PS(6R)	I12 RAD.	12	((1,560))
Negation[20]	FIV	IN	5	PS(6R)	Note 20	4	((500))
Neutron	FIV	IN	35	(60R)	Note 21	8	((400))
Trek	EIV	IN	30	(15R)	DISINTEGRATE	6	((1,000))

disorients creatures in the blast radius; they automatically lose initiative the next turn, and they may not use a mental mutation during that turn.

3. These grenades produce a thick, opaque, foamy substance which expands immediately to fill a base three-meter sphere. The dense foam obscures vision, but can be penetrated by scanners or radar. There are eight different kinds of foam grenades. Unless otherwise stated, the foam dissolves in one minute.

Acid: A corrosive (I6 +1d12) covers everything in the sphere, inflicting damage every turn.

Chemical Defoliant: A corrosive (I6 +1d12) which only affects plant life covers everything in the sphere, inflicting damage every turn.

Dye: Dyes anything the foam touches for 1d100 days, colors vary.

Extinguish: Smothers I4 flames in the sphere. Intensity is cumulative (2nd turn I8, 3rd turn I12, etc.)

Irritant: Inflicts 6 points of damage, half damage if the target is wearing AC 3 or better, no damage if the target is in a sealed environment suit.

Slick: All surfaces in the sphere are coated with super slick foam. Normal movement is cut to one quarter, if anyone tries to run or sprint, they fall, receiving 2 points of damage. Once down, they only can swim/crawl, as it is impossible to stand up.

Solid: The foam solidifies completely at the end of three turns, trapping anyone and anything inside as if it were encased in porous rock (AC 6 ((-30)), ST 18). Air can filter through the solidified foam, so a trapped character can breathe, but not move, speak, or see. Quadruple cost.

Rad-blast: Chemical agents keep radioactive particles from penetrating the foam. When the minute is up the radiation level immediately returns to its previous level.

4. Exploding shrapnel inflicts damage and causes all the targets in the blast to check CN vs. STUN (duration three turns).

5. The gas is fast spreading and fast acting. It lasts 2d10 minutes in an area with no air flow, 1d10 minutes in an area with moderate air flow, and 1d6 turns in an area with fast air flow. Damage from gas grenades is for every turn spent in the area while the gas lasts. Gas masks drop the damage to half, except for poison gas, which is entirely negated. Immunity to gas does not affect the light altering gases.

Dusk: Dims the light in the entire area so that only creatures with IR, UV, or Starlight optics, radar, or scanners can see normally. All others must perform actions at a -8 CS when they require sight. No damage. Quintuple the cost.

Nightfall: Completely darkens the area. Artificial light sources (including mutations) have only 1/10 their normal radius/range. Only UV, radar/sonar, or non-optic scanners can "see."

Poison: Random 4 + 1d12 Intensity poison gas. Damage equals one half Intensity.

Smoke: Acts as a combination tear and dusk grenade, but only for half the duration.

Tear: Causes eye, lung, and skin irritation. Five points damage.

6. Infrared blast may prove fatal to anyone not protected by a force field, Check CN vs. DEATH.

7. The grenade throws out hundreds of sticky polymer threads which stick to everything in the blast radius. Entangled targets cannot move or fight until the threads dissolve (30 minutes). Creatures with ST 18 or higher can break free in one turn. A substance called PolySol can remove the threads on contact. A can of PolySol costs 40 gp, and weighs .4 kg.

8. Sonic damage to all but those protected against sonics. Damage includes STUN for two turns.

9. Special frequency sonics only affects force fields. Any field in the blast area is immediately turned off and will remain so until the end of the next turn.

10. Sonic damage, no effect on those protected vs. sonics in any way. Three poppers can be thrown per turn. If all three are thrown at the same target and they all hit there is a SLAM effect.

11. Sonic blast causes +1RF damage to all those not protected by a force field. Sonic protection reduces damage to half.

12. Electrical jolt paralyzes muscles, check CN vs. PARALYSIS (duration 1d6 + 1 turns).

13. Anyone working with demolitions without the Demolitions talent/skill does so at Column A proficiency with no bonuses of any kind.

14. Damage packs are standard explosives kept in canvas or nylon packs. Only the small pack can be thrown, the others must be placed. All damage packs are detonated by super heat (like a chemex grenade), laser fire, or detonators.

15. Commonly called TD-19 or kaboomite. A 50-gram charge has a base damage of 10. Each additional 50 grams adds 5 points to the base damage. Blast radius is figured the same as a grenade, but in increments of three meters, not two. TD-19 must be detonated by laser fire, super high heat, or a detonator. A thrown pack of TD-19 causes half damage.

16. TD-20 is a shaped-charge derivative of TD-19. Damage is determined the same way, but tripled. TD-20 is sold in cone shapes with sticky bases, so they can be affixed to most surfaces. The damage is completely directional, anyone standing anywhere but in the direction of the blast is safe. The basic blast radius is only one meter, since it was designed to destroy structures, doors, etc. Throwing a TD-20 charge is a stupid maneuver, its damage is the same as a charge of TD-19 of the same weight, but its blast direction is random (Check Area Effect Diagram). TD-20 is detonated the same way as TD-19.

17. Plastid is thick, spaghetti-shaped, plastic acid. It is used to melt walls or locks and cannot be thrown or used as a "whip." It is always kept in a glass or ceramic container, as it may melt through anything else with time. One hundred grams of plastid pressed around a lock and ignited will burn through the lock in one turn (up to five turns for heavier locks). Plastid only affects plastics and metals. Special acidic chemical detonators are required

to ignite plastid. Plastics or metals that have been laminated with ceramics or glass or other acid resistant materials are impervious to plastid. Gray neutralizing pigment slows down plastid, doubling its melt time.

18. Detonators are only used to explode damage packs and plastic explosives. They do no damage themselves. There are seven different types:

Acid: These acid caps are used to detonate plastid. They are affixed to other detonators to allow them to work with plastid. No detonator works on plastid without this cap.

Chemical: These are used when one wishes the explosion to coincide with an influx of unusual quantities of gas or liquids. For example, a chemical detonator can be set to explode if it gets wet, is exposed to oxygen, etc.

Counter Attachment: This tiny counter is inserted between the explosive and its detonator. It is preset to cause detonation once it is triggered a set number of times. For example, a counter, fitted with a tiny, pressure sensitive whip, can be set to explode when a door slides open so many times or a when light is turned on so many times.

Light: These detonators have sensors that can be set to detect a specific spectrum of light. They can be set to explode when the light in a room goes on, at sunrise, when a flash grenade explodes, etc.

Pressure: Pressure detonators contain a small plate, button, or whip wire that is set to key an explosion when a certain pressure is exerted or released. For example, one can be set and placed under a body so when the body is turned over it explodes.

Radio Beam: These have a maximum range of 100 meters outdoors, 50 meters indoors, and 30 meters underground. The radio beam signalling device usually comes with the detonator and has sealed batteries. All are tuned to different frequencies so multiple detonators can be used in the same area.

Variable Timer: These can be set for any time from one second to 60 hours. Once set they cannot be reset.

19. Anyone attempting to use missiles without the Missilier talent/skill, does so at Column A with no bonuses.

Special warheads that cause the same type of damage as the various grenades can be affixed to a missile instead of standard explosive warheads. The base damage from these warheads is 1.5 to 5 times the appropriate grenade's base damage.

20. Any item in the blast radius must check MS or be drained of all power.

21. FATAL to living creatures. ❑

1	2,3	4
10	*	5
9	7,8	6

Grenade Miss Diagrams

2,3	4	5
1	*	6
10	9	7,8

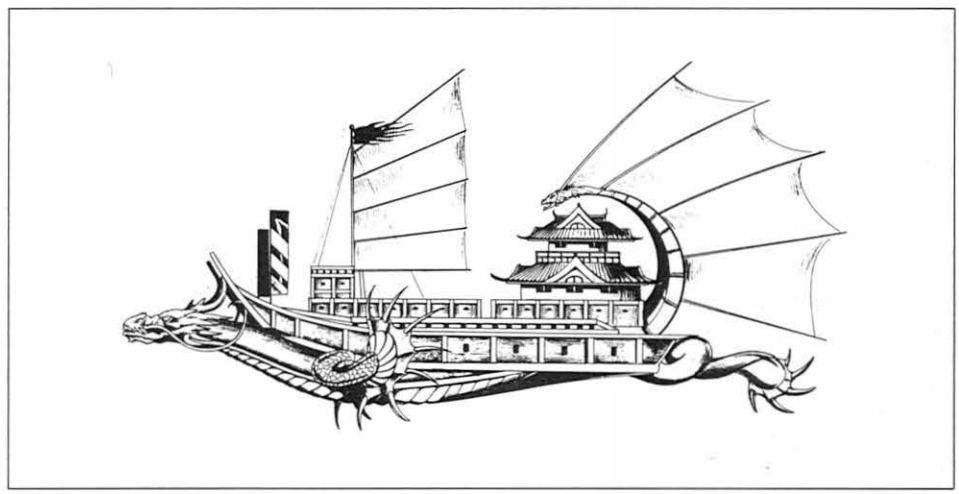
10	1	2,3
9	*	4
7,8	6	5

Arrows indicate direction of throw.
*indicates target space.

Spelljammer

AD&D® Game Adventures in Space

by Jeff Grubb



Spelljammer is:

A) A wizard trained in the art of space navigation.
B) The Lost Dutchman of space, a massive starfaring craft.
C) A new campaign setting for the ADVANCED DUNGEONS & DRAGONS® game, linking the established AD&D game worlds.
D) The next revolution in role playing games.

The ADVANCED DUNGEONS & DRAGONS game takes off for the stars late this year with the introduction of the Spelljammer universal fantasy campaign setting.

But those stars are very different from the ones we know in the "real" world. The Spelljammer fantasy setting is just that—fantasy. It is not elves with blasters. It is not Elminster in the 25th Century. It is not medieval fantasy with ray guns and battle armor. It is the world and rules of the AD&D game taken into space. And the same laws that make the sword-wielding warrior and spell-casting wizard the kings of their earthly realms are now turned loose among the stars.

Fantasy space is not the safe, organized, spinning of the celestial spheres known to modern man. In fantasy space there are flat worlds, bowl-shaped planets, inhabited asteroid clusters and gas clouds, and worlds in the shapes of spindles, wedding cakes, and cubes. They orbit their primary stars in some cases. But in others they are the center of their solar systems, with the sun orbiting around them; and in others they are carried on the backs of huge giants, turtles, and elephants.

There's more. Each solar system is itself bounded by huge crystalline shells which in turn float on a rainbow ocean of flammable liquid called Phlogiston. Great rivers of phlogiston span the void of space, running between the various shells containing the planets. These rivers join Krynn, home of the Dragonlances, with the worlds that hold the Forgotten Realms and Greyhawk.

And there are voyagers on these great rivers. Space itself is unbreathable, but large masses can bring along their own envelope of breathable air, so great ships ply the heavens in search of trade, conquest, and adventure. These only vaguely resemble the sailing ships of the groundling worlds below. They appear as huge insects, birds, and sea creatures transported into space and made into ships. All are powered by the magical energies of wizards and priests, who are both engine and navigator for the great ships. These men and women are called spelljammers.

Humans are not the only travelers in Spelljammer space. Dwarves plod between the planets in their flying mountains, while elves mount wars of conquest from armadas of butterfly ships. Mind flayers maintain powerful and evil trading empires between the stars, and the various beholder races engage in bloody civil war with their nest-ships. And there are new creatures in space as well, such as the mammoth Celestial Dragons, with wingspans of several miles, and the mysterious Neogi, a nasty cross between wolf spiders and moray eels, which use umber hulks as slaves. And then there is the Spelljammer.

The Spelljammer. While a wizard running his ship can take the name spelljammer, when the pirates and barbarians refer to *the Spelljammer*, they are talking about a ship, the ultimate ship of fantasy space. It looks like a cross between a manta ray and an unbreachable fortress, with a wingspan of half a mile and armed to the teeth. It is said to need no wizard to power its huge mass. It is said to be self-regenerating. It is said to be immortal, returning like a phoenix each time it has been destroyed. It is said to be intelligent, and on a quest of its own. Whatever the truth, the Spelljammer is the Holy Grail of space, the ultimate goal of many a would-be worldbeater and adventuring space voyager.

In the Spelljammer Campaign Setting, the AD&D game takes a bold flight out into the void, attempting something that never has been before—defining fantasy space in terms of fantasy, as opposed to bringing the high technology of the "real future" into a medieval world.

The answer to the quiz at the start, then?

E) All of the Above. And a whole lot more.

Spelljammer is one of the first major supplements specifically designed for the ADVANCED DUNGEONS & DRAGONS 2nd Edition game. It will premier in October or November with a boxed set. The set will include two 96-page booklets, four poster-sized maps, and counters and bases. In addition, it will contain 24 8½" by 11" sheets with ship maps. Spelljammer can be used with campaigns set in Krynn, the Forgotten Realms, and Greyhawk. ❑

Wand of Wondrousness

An Inscrutable Variant of the AD&D® Game's Unpredictable Magic Item.

by Ed Friedlander

The *wand's* effects are rarely decisive, sometimes helpful, and usually fun. It is best introduced when a hostile mage uses it against the adventurers.

Each time the *wand* is used, the player rolls 1d100 to determine what happens. The wand often backfires, so the user rolls 1d4, and if "1" is rolled, the effect is reversed. Creatures conjured obey the user (or opponent if the effect is reversed), they disappear after six rounds; inanimate objects last until dispelled. Magical effects last for the listed duration or for six rounds. Maximum range is 60' unless noted otherwise. The DM is free to decide how often the *wand* can be used (no more than once a round please), whether it has charges, and whether it can be recharged.

Wand Effects

1. User develops hiccups, no action next round (no possibility of reverse effect).
2. *Gust of wind,* 60' long, from wand toward target creature.
3. Fireworks, everybody with 80' of target creature blinded and disoriented for 2 rounds (-4 "to hit" and saves).
4. Miniature snowstorm appears over target creature.
5. Paralysis ray at target creature (save vs. dexterity or be paralyzed for 20 rounds minus constitution score).
6. Brightly colored flashing lights cover a 15' radius around target; all creatures in the area save vs. dexterity or be stunned 1d4 rounds.
7. Attack doggie (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19).
8. Attack kitty (same as doggie, #7).
9. *Darkness* spell (5' radius) on target creature (save vs. dexterity or it moves with creature).
10. *Enlarge* target creature to twice normal size (double damage), no save.
11. *Slow* spell on one target creature, no save.
12. Attack rat (HD 1; hp 2; AC 6; #AT 1; Dmg 1; THAC0 19; SA infects target creature with leptospirosis on a "to hit" roll of 20).
13. *Faerie fire* on one target creature, no save.
14. Popcorn sprays from wand at target creature.
15. *Lightning bolt* 10' wide and 40' long, 2 points base damage.
16. Attack chicken (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA target creature is -4 "to hit" and saves while chicken attacks).
17. Whiskey sprays from wand at target creature.
18. Ten fake gems shoot from wand at target creature, no damage, each worth 1 gp.
19. *Reduce* target creature to half normal size (half damage), no save.
20. *Magic missile* at target creature (one missile, 1d6 damage).
21. Attack viper (HD 1; hp 2; AC 6; #AT 1; Dmg nil; THAC0 19; SA hit causes save vs. poison or lose 1 hp/round for four rounds).
22. *Confusion* spell on one target creature.
23. Thin ray of cold (2 hp base damage).
24. Meteor (automatically hits target creature for 2 points damage, then explodes for 2 points base fire damage in 10' radius).
25. Swarm of attack wasps covers target creature, save vs. petrification or flee until they go away.
26. Flowers shoot from wand at target creature.
27. Acid shoots from wand in a 60' stream (save vs. dexterity or take 2 points acid damage).
28. Attack grizzly cub (HD 4; hp 6; AC 6; #AT 3; Dmg 1/1/1-6; THAC0 15; SA hug for additional 1d6 points if both paws hit).
29. Attack butterflies (no effective attack).
30. Attack shark (HD 6; hp 12; AC 4; #AT 1; Dmg 3-24; THAC0 13; SA swallows human-sized creatures whole on a "to hit" roll of 20), not much good out of water.
31. *Fireball* (radius 20', base damage 2 points).
32. Attack skunk (HD 1; hp 1; AC 6; #AT 1; Dmg nil; THAC0 19; SA *stinking cloud* on one creature, flees after delivering *cloud*).
33. *Levitate* target creature (save vs. dexterity to avoid, if dropped, the target will *feather fall*).
34. Target creature turns a random bright color.
35. All of target creature's non-magical equipment *teleported* back home (save vs. dexterity to avoid).
36. Target creature's feet (shoes, etc.) covered with chewing gum, save vs. strength to move, slowed if successful.
37. Attack pugilist (HD 2; hp 10; AC 8; #AT 2; Dmg 1/1; THAC0 16; SA hit causes save vs. constitution or be stunned 1d4 rounds).
38. Colored candies shoot from wand at target creature, no damage.
39. *Burning hands* (2 points damage).
40. Oil shoots from wand (target creature must save vs. dexterity or fall).
41. *Scare* spell at target creature.
42. Target creature's mouth fills with chewing gum, must spend one round taking it out prior to using verbal spells, breath weapon, biting, etc.
43. *Phantasmal force* of hideous monster (DM's choice), poorly executed, doesn't fool anybody.
44. Mud sprays on target creature save vs. dexterity or be blinded until wiped off.

45. Attack canaries (no effective attack).
46. Positive energy ray (basic damage 2, 6 vs. undead or evil extra-planar creatures, save vs. dexterity for half damage).
47. Negative energy ray (basic damage 2, 6 vs. paladins or good extra-planar creatures, save vs. dexterity for half damage).
48. *Arrow +1* (range 120′, THAC0 14, shatters whether it hits or misses).
49. *Shadow monster* fighter (HD 1; hp 1; AC 10; #AT 1; Dmg 1; THAC0 20; SA looks really dangerous).
50. Fool's gold (100 pieces) shoot from wand, no damage.
51. Black pudding (HD 3; hp 6; AC 10; #AT 1; Dmg 1-4; THAC0 16; SA dissolves wood and metal; SD immune to cold, blow or lightning spreads, fears fire) shoots from wand, any target must save vs. dexterity or be covered.
52. Gray ooze (same as black pudding, but immune to most spells, lightning and blows do full damage).
53. Ochre jelly (same as black pudding but weapons, cold, and fire do full damage).
54. Attack giant ant (HD 1; hp 1; AC 8; #AT 1; Dmg 1; THAC0 20; SA successful bite allows sting attempt, if sting hits target must save vs. poison or have dexterity lowered to 3 for 20 rounds).
55. Target creature's sex changes (duration one day).
56. Creeping bugs cover target creature (as *creeping doom,* but only four deadly bugs).
57. Target creature *polymorphed* into berserk ogre that attacks anyone it can reach (save vs. dexterity to avoid transformation).
58. Stream of black pepper shoots at target (save vs. dexterity or sneezing causes -4 "to hit" and saves).
59. *Improved invisibility* covers target creature.
60. Target creature grows thick hair all over body (or loses it all if hairy, people will be mistaken for werewolves, duration one day).
61. Target creature becomes intoxicated (-6 to intelligence, wisdom, dexterity, and charisma) unless target saves vs. constitution), duration one hour.
62. Attack tyrannosaurus rex (HD 2; hp 15; AC 6; #AT 1; Dmg 1-8; THAC0 16), just a baby.
63. Squirts ink at target creature (save vs. dexterity or be blinded until target washes its face).
64. All magic items carried by target creature glow a random bright color.
65. *Dancing lights* (glowing globes of random color).
66. Any normal fires or flames within 60′ of target creature produce *pyrotechnics* (both smoke and fireworks).
67. Miniature rain storm over target creature.
68. Wet ice covers floor in a path in front of the wand user 5′ wide and 25′ long. Everybody in the path saves vs dexterity or falls.
69. Sounds of reinforcements, opponents check morale.
70. All leather items within 60′ of target creature glow a random bright color.
71. *Grease* spell, where it would do the most harm to target creatures.
72. *Dig* spell (if possible) under target creature.
73. Paper-mache crown appears on target creature's head (looks impressive); trumpet fanfare.
74. All normal fires and flames within 60′ of target creature go out.
75. Attack mouse (no effective attack).
76. Insane cleric of target creature's alignment (HD 1; hp 8; AC 10; #AT 1; Dmg 1d8; THAC0 20; no spells) appears and begins preaching.
77. Insane cleric of wand user's alignment appears (same statistics as #76) and begins preaching.
78. Target creature saves vs. wisdom or flees for 1d6 rounds.
79. Attack rabbit (no effective attack).
80. Insane dwarf appears and attacks target creature (HD 2; hp 6; AC 6; #AT 1; Dmg battle axe; THAC0 19).
81. Bouncing rubber ball (AC 0, hp 1) attacks target creature, save vs. dexterity or be hit and stunned 1d4 rounds).
82. String of *entanglement* binds target creature, save vs. strength to break free (try every round until successful).
83. *Reverse gravity* on all within 10′ of target creature, no save.
84. Cotton balls stream from wand.
85. Neon sign correctly declaring alignment of target creature appears in the air.
86. Neon sign misrepresenting alignment of target creature appears in air (roll randomly for alignment displayed).
87. *Blessed* crossbow bolt shoots from end of wand and automatically hits (1 point of damage, kills rakshasas).
88. Wall of peanut brittle appears between target creature and wand user.
89. Attack octopus (HD 8; hp 8; AC 4; #AT 8; Dmg 1 each; THAC0 12; SA hit causes save vs. strength or be squeezed for 1 hp/round by each tentacle), not much use out of water.
90. Loud waltz music plays.
91. Target creature grows feathers (duration 6 turns).
92. Demented cult member appears and solicits donations; target creature must save vs. wisdom or spend next round driving away the cultist.
93. Target creature saves vs. charisma or goes insane for 1d12 turns.
94. Target creature covered with polka dots (random bright color, no save).
95. Sheriff appears and serves subpoena on target creature.
96. All metal items within 60′ of target creature glow a random bright color.
97. Attack lowlifes (2-5 appear, HD 1; hp 1 each ; AC 10; #AT 1; Dmg 1-4; THAC0 20; AL lawful evil).
98. Attack lowlifes (same statistics as #97; neutral evil).
99. Attack lowlifes (same statistics as #97; chaotic evil).
00. User is transformed into a fighter (only if magic-user); double hit points, strength 18/01, AC 0, attacks twice a round for 1d4+5, THAC0 20 minus level, duration one day. In any case, the *wand* becomes *dagger +2* for remainder of the day.

❑

The Critical Hit

Grading the Revision

by Lisa Stevens

When the designers and editors at TSR, Inc. set about to make a second edition of the AD&D® game they had a number of goals in mind: 1) collect all the rules on a given topic into one area of one book; 2) put everything a player needs to know into one book; 3) clarify obscure rules and clear up inconsistencies; 4) establish rules for topics not covered in the first edition; 5) delete unnecessary rules which complicated the game; 6) keep the game familiar so first edition fans will like the revised game; 7) keep the game fun; 8) simplify the game so new players can better understand it; 9) and bring the AD&D game up to current standards for role-playing games. These goals have been culled from the *Game Wizards* articles in DRAGON® Magazine, the *2nd Edition preview* pamphlet, and from the game itself.

How well did the designers accomplish their goals?

Order, Order in the Court

The revised *Player's Handbook* is well organized. There is an expansive and comprehensive index; locating any particular rules section is child's play. In the upper outside corner of each page, the designers have kindly put graphic symbols which allow a reader who is familar with the text to locate a section just by thumbing through the pages.

This goal deserves an A.

Everything You Need To Know?

This 256 page book has got it all, and a whole lot more. The material is comprehensive and includes much of the information in the first *Dungeon Master's Guide.* The only omission I could find is the racial limits for character advancement. Actually, the massive amount of material presented may make the game more intimidating for new players. Also, some material seems abnormally complex and may have fit better in the DM's Guide. For example, why do the players need to know all the different types of initiative or the modifiers for weapon type vs. armor type? It seems that players are now meant to be all knowing, perhaps to alleviate the need for a DM or at least to make the DM's job more simple.

I'll give this part a B due to information overkill.

Patching Things Up

The changes are hit or miss propositions; there seems to be no consistant trend toward good or bad ones. Illusions have become much more workable in the revised game, but the new druidic mythos cleric is a pale shadow of its former self. Rangers have a more woodsy feel which is good, while paladins have lost the cavalier feel that *Unearthed Arcana* gave them, and this is bad. On the other hand, many of the new rules found in the revision are actually rules that many people have been using for years, for example, the 1d10 initiative system.

I give this part a C.

Filling in the Gaps

There are not a lot of new rules in the revised *Player's Handbook*; two big changes are the addition of spheres of influence for clerics and schools of magic for wizards. These ideas are welcome attempts at introducing character development, personalization, and role-playing into a game which is notorious for its hack and slashers. Unfortunately, both of these new rules lack inherent rationales. Wizards cannot use spells from schools of magic opposed to the school of their main emphasis, but no reasons are given for why each set of opposing schools is opposed.

This section gets a C – for effort and for providing the basis for a healthy addition.

Familiarity Breeds Contentment

Will all the lovers of the first edition be able to recognize their game? I think so. There is better organization and some of the peripheral rules have been changed, but at the heart of it all, the AD&D game is still the AD&D game—to love, hate, cherish or manipulate as we see fit.

This deserves an A.

And We'll Have Fun, Fun, Fun

Is the revised game fun? Since the AD&D game is fun and the revision retains the feel of first edition, I doubt whether the game will suffer in this category. The text is conversational, like an older brother teaching a younger sibling how to play for the first time. The words flow well, and the numerous examples make reading the game fun.

An A – for keeping the game light and fun.

Easy Does It

One thing about the revision that concerns me is the extreme detail the authors have provided. What I liked most about the first edition was the way the book gave you everything you needed to know about your character, and allowed you to jump right into the fray without a monumental expenditure of time. You really didn't need to know about NPC encounters, how to run a nonweapon combat, or how many segments to add to your initiative when drinking a potion. These were details for the DM to worry about. Now the player has to wade through pages of detailed rules covering every aspect of character life, from the battlefield to the hirelings at the castle.

A C – for ruining one of the original handbook's virtues.

Final Thoughts

Should you buy the revised *Player's Handbook*? If you are looking for a book to replace all of your first edition books, I think you could be disappointed. If you are interested in using the revision as your main sourcebook, with the various first edition books as supporting source books, you might be more inclined to think you got your money's worth.

I don't believe the revised *Player's Handbook* will make the first edition obsolete; the new book has more merit as another sourcebook of ideas for the AD&D game. As a source for new ideas, $20 may be more than you are willing to pay. Take a look and decide for yourself.

The Critical Hit

The Dungeon Master's Guide, Again

by James Wade

When the revised *Player's Handbook* finally hit the shelves, I was shocked. Having seen little progress on the AD&D® Game revision for a few years, I assumed that, like many military weapons systems, the revision would forever be postponed, a victim of its own complexity.

The new *Player's Handbook* struck me as just another collection of rules. The organization was better, character classes were given greater flexibilty and internal consistency, spells were modified, and so forth, but there were no fundamental changes in the system. Since most of the information from the old *Dungeon Masters Guide* had been incorporated into the revised PHB, I was more interested in seeing what shape the revised DMG would take. Then one day last May the new DMG was released, and, to my amazement, the result is nearly a different game.

Out With The Old

The old DMG was a hefty volume filled with rules, tables, and descriptions for all manner of things.

Though haphazardly organized, the book was designed to give the DM a way to solve most important situations with a dice roll or two. This was not surprising, as the AD&D system had roots in a set of rules for fantasy miniatures combat. This made the old system rigid, and it made the DM a neutral arbiter of the rules rather than a creative, controlling force using the rules to shape a campaign.

The AD&D game was very sophisticated when it was released 10 years ago, but since that time a spate of role-playing games have appeared that do not rely on class distinctions (fighter, cleric, etc.), and instead encourage role-playing and player interaction. To achieve this, rules such as Paranoia, Chill, and the TOP SECRET/S.I.™ game developed rule systems simple and flexible enough to allow the gamemaster full control of the campaign.

In With The New

The revised DMG sets out immediately to quash inflexiblity. The book emphasizes the DM's primary role in shaping a campaign. This is reinforced by the book's conversational tone, which makes the reader feel like a part of a discussion. Rules are not handed down from on high; they are explained along with alternatives that might prove useful to some DMs.

The revised DMG stresses that there is more to being a good DM than rules knowledge, and it gives extensive treatment to topics that pose special problems: how to handle players, develop a campaign style, enforce character alignment, create interesting NPCs, create balanced encounters, and determine proper rewards (money and magic) for players and their characters. While all these areas are dealt with quite nicely, they are mainly clarifications of and expansions upon existing rules and guidelines.

The biggest changes in the new book occur in the combat and experience systems. The new combat system eliminates numerous "to hit" tables, replacing them with something that nearly all players have been using for years, THAC0. There are other changes, but the new system basically is a streamlined version of the old. Although the designers did a fine job, I don't know how they dropped the ball on the "to hit" procedure. When using THAC0, the player should subtract his modified attack roll from the THAC0. The result is the lowest armor class hit by the blow. The opponent's Armor Class should not be revealed prior to the attack, as the DMG suggests. Also, for some reason weapon type vs. armor adjustments are made to the base THAC0 rather than the attack roll like other modifiers; it would be less confusing if all modifiers were applied to the attack roll.

The experience system has undergone a complete overhaul. The old system promoted greed and violence by awarding experience points only for monsters slain and treasure gained. The new system stresses the goals of *fun, character survival, player improvement,* and *story completion.* Characters gain experience for defeating opponents, but slaying them is not mandatory. Experience for treasure is an optional rule, and I suggest it not be used.

Other points that caught my attention were: the removal of sale values for magic items (who would sell a magic item?), the disappearance of artifacts (except for three examples) and a system that lets players and DMs create their own character classes. (I used it to create a barbarian and got a result very much like the fighter sub-class from *Unearthed Arcana.*

My favorite part of the book is the chapter on alignment. Alignment always has been a part of the game, but the justification for its inclusion was never clear. This chapter, however, delves into the nature of alignment and its uses in the campaign. Alignment now becomes such a personal, private part of a character that, as the text explains, "Asking another character 'So what's your alignment?' is as rude a question as . . . well, it's so rude that any example we think of, we can't print."

Visually, the new DMG is striking. The cover art is wonderful, as are the interior color illustrations. Apart from these flashes of color, the print consists entirely of blue, gray, black, and white three-column pages. At first I didn't like the format, but I've since changed my mind. I'm not so sure about the print—there's enough blue and gray on some pages for a Civil War reenactment. The otherwise fine Jean Martin black and white illustrations that have been randomly filled in with shades of blue and gray are particularly distracting.

What disappoints me the most about the revised DMG is the editing. I've used the original DMG for nearly a decade without discovering so much as a typesetting error, and I expected the new edition to be likewise error free. Most of the mistakes are minor, the omission of the *trident of submission* description being the only major flaw. But the number of errors I caught on my first read-through does not speak well for the proofreaders.

Considering the revision's long overdue arrivial, and the important shift from a miniatures perspective to a role-playing emphasis, the revised DMG, even with a few flaws, is well worth the price. ❑

The Living City

The Glow Shop

by Fran Hart

The Glow Shop is located in the middle class business district of Ravens Bluff. The proprietor is Tuk Loman, who secretly dreams of an adventurous life and who feels trapped in the family business. Tuk and his mother, Sol, and his elderly grandmother, Nola, live above the shop.

The Glow Shop specializes in lighting. Torches, oil, lamps, and candles form the bulk of the goods for sale. Many city residents regularly purchase supplies of lamp oil from the Glow Shop, and Tuk does a brisk business in candles which Tuk's mother makes on the premises.

The shop has two sections, a front display and sales room and a back room for working and storage. The shop front has two large display windows on either side of the door. Hanging in these windows are a few elaborate metal lamps, some with elegant filigree shades and some with elaborate arrangements of sockets for candles.

The display area also has a counter and many shelves that contain assortments of candle holders, candles, lamps, flint and steel, tinderboxes, and flasks for oil. Large bundles of torches are stacked in one corner, and there is a line strung across the shop that holds an array of metal lanterns of all sizes. Plain wooden poles for carrying the lanterns are kept standing in a barrel.

The glow shop always has the following items on hand:

- Lamps
  - ceramic
  - glass
  - metal
- Candlelabrae
  - iron
  - brass
  - exotic*
- Candles, tallow
- Candles, wax, plain
- Candles, wax, colored and scented
- Flint and Steel
- Tinderboxes
- Candlesticks
  - wood
  - brass
  - exotic*
- Torches
- Torch Holders, Iron
- Lanterns
- Lantern Poles
- *Continual light items*
- Oil

*Exotic items are made from unusual or precious materials and cost 1½ to 5 times the normal price.

Beneath the counter, Tuk keeps his prized stock—1d10 items with *continual light* spells cast upon them, usually hardwood wands, cheap gems, or metal candlesticks. Tuk keeps these in an iron and lead box and sells smaller, tightly-made boxes in which individual items can be carried. Tuk has an agreement with several local mages who sell him *continual light* spells on an irregular basis. Currently, Tuk also has a gold ring with a hollow compartment that has a spring-loaded lid. The compartment has a *continual light* spell that can be "switched" on and off by opening and closing the lid.

The back section houses barrels and casks of oil. Tuk sells oil over the counter in containers, or dispenses it into containers or lamps his customers bring; Tuk also delivers oil in casks or barrels to customers anywhere inside the city. The back room also contains Sol's candle making supplies: wicks, blocks of wax, candle molds, dipping rods, dyes, perfumes, and a large cauldron used for melting wax.

A large door leads from the back room to an alley behind the shop. A shallow ramp has been built to allow barrels of oil to be rolled into the back room. Stairs in the northeast corner lead upstairs to the family living area.

Tuk sells only what he has on hand and takes no special orders. He runs an honest shop and charges fair prices. However, he might be so star struck and full of admiration for a party of adventurers (especially pretty female adventurers) that he will give them a special price in exchange for a tale of derring-do.

Tuk Loman (Loman the Glowman)

0 level Male Human

STR: 15
INT: 12
WIS: 13
DEX: 17
CON: 14
COM: 16
CHA: 14
AC Normal: 7
AC Rear: 10
Hit Points: 4
Alignment: Neutral Good
Weapon Proficiencies: Dagger, Short Sword
Special Abilities: Candlemaking, Firestarting, Gambling
Languages: Common

Tuk is 25 years old, 6′ tall, weighs 158 pounds, and has brown hair and green eyes. He is well built and in good physical condition from handling barrels and casks of oil. Tuk is optimistic and outgoing. His secret dreams of adventuring have led him into gambling for excitement. Lately he has been winning consistently, which has made him unpopular with the proprietors of many of the local gambling establishments. Some of these people are considering means of warning Tuk away from their establishments; after all, the Glow Shop should be highly flamable, shouldn't it?

Tuk gets along well with his mother, as long as he does what she wants him to do. He has fallen for her poor health act, and while he wishes to leave the shop and get out on his own, he feels guilty even thinking about it.

Tuk loves hearing tales from adventurers and often buys a round for strangers in local taverns and gaming houses, hoping to hear fantastic stories of monsters and treasure. He has built up a tremendous amount of good will among old, crippled, and down-and-out adventurers who know he is a soft touch for a meal or a drink.

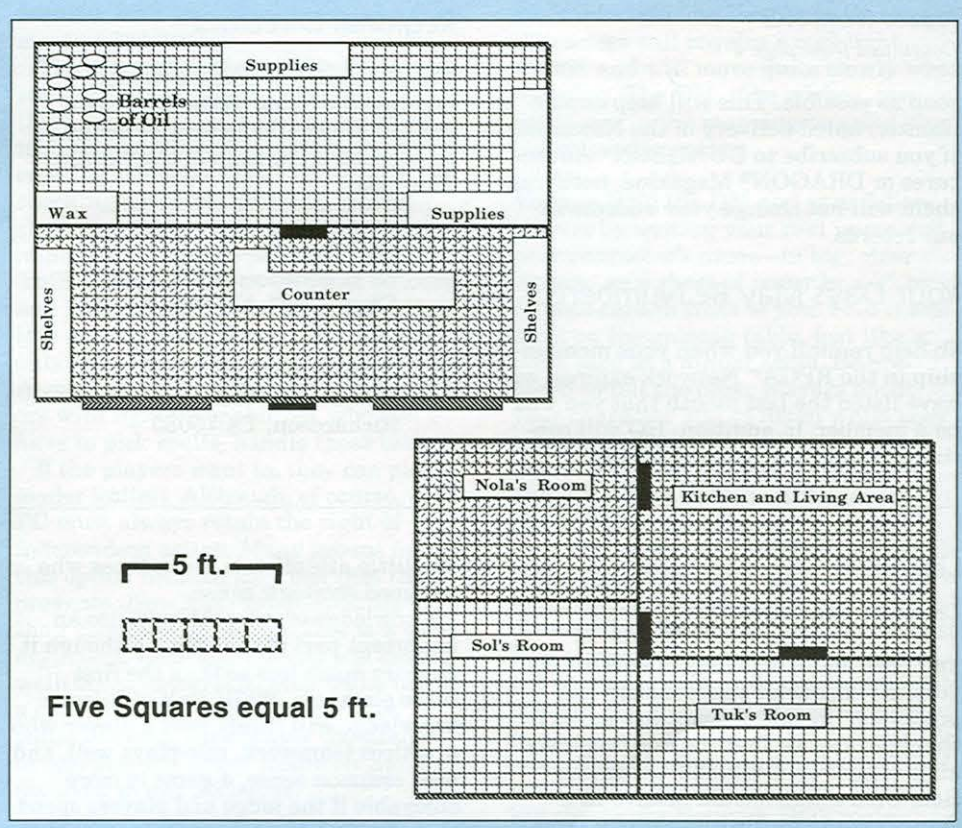
Sol Loman

0 level Female Human

STR: 10
INT: 11
WIS: 11
DEX: 13
CON: 15
CHA: 12
COM: 13
AC Normal: 10
AC Rear: 10
Hit Points: 3
Alignment: Neutral
Weapon Proficiencies: None
Special Abilities: Candlemaking
Languages: Common

Sol Loman is 42 years old. She is brown haired and green eyed, 5′6″ tall, and weighs 137 pounds. The Glow Shop is all she has ever known, and she loves both it and her only child ferociously. Tuk's father was an adventuring fighter who honestly tried to settle down into the life of a shopkeeper, husband, and father. He rode out for "one last adventure" when Tuk was nine, and never returned. Sol is determined to keep Tuk from a wandering life and has gone so far as to build up an image of herself in Tuk's mind as a weak, helpless person with a bad heart. She is not above faking a heart spasm in order to keep him in line and tied to the shop. After all, she thinks, it is for his own good, isn't it? Even though Tuk may not realize it now, she believes Tuk will thank her later for saving him from a life of bad food, hard beds in the wilderness, and a bunch of wandering vagabonds for companions.

There is nothing physically wrong with Sol, and she does a fine job of making candles. She rarely helps in the shop, but takes a keen interest in Tuk's life and often gives him a piece of her mind when she finds adventurers hanging around the Glow Shop. She frequently demands that Tuk explain why he gives hard-earned money to "those motley, no-good, mooching adventurers."



Nola Loman

5th level Female Human Fighter

STR: 11
INT: 15
WIS: 16
DEX: 10
CON: 13
CHA: 13
COM: 11
AC Normal: 10
AC Rear: 10
Hit Points: 20
Alignment: Neutral Good
Weapon Proficiencies: Dagger, Short Sword, Bow
Special Abilities: Tracking, Fire-starting, Gambling
Languages: Common, Dwarvish, Elvish

Nola Loman is a 65-year-old retired fighter who settled down 40 years ago to be the wife of a shopkeeper. She is white haired, 5′ 6″ tall, and weighs 120 pounds. She is severely troubled with arthritis, but her mind is clear, and she has not forgotten her days as a member of a band of wandering adventurers. Nowadays she stays mainly upstairs above the shop, tending to the house, cooking, and trying to stay warm to keep her joints limber. She is troubled by the way Sol has managed to run Tuk's affairs and bind him to the shop, but she has solemnly vowed not to meddle or interfere between mother and son. Nola is having a hard time keeping that vow, and has done her best by Tuk, secretly teaching him dagger and short sword skills. She keeps a *short sword +1*, a *shield +1*, *bracers of archery* and a pouch containing 500 ep that will go to Tuk upon her death.

PCs should find the Glow Shop an interesting place to buy necessary supplies, and may react in various ways to Tuk's instant adulation. They may encounter Tuk in a tavern or gambling house and become involved in his life. Should they seek him out in the Glow Shop during his absence, they will certainly encounter the rough side of Sol's tongue. ❑

Notes from HQ

Continued from page 4

soon as possible. This will help ensure uninterrupted delivery of the Newszine. If you subscribe to DUNGEON® Adventures or DRAGON® Magazine, notifying them will not change your address in our records.

Your Days May Be Numbered

To help remind you when your membership in the RPGA™ Network expires, we have listed the last month that you will be a member. In addition, HQ will continue to send out renewal notices.

Regional Directors

The Network has added two more regional directors. These dedicated gamers are available to offer advice to convention organizers in their areas. They are:

Carl Buehler
32 E. Stratford Hills Apts.
Chapel Hill, NC 27514

John Manning
P.O. Box 852188
Richardson, TX 75085

Carl, a long-time Network member, has coordinated tournaments at GEN CON Game Fair and is helping to build the Network on the east coast. John has been instrumental in getting Network tournaments at the many conventions in Texas.

Take Care,

Jean ❑

Letters

Continued from page 5

and reaction in a variety of encounters, both the character's personality and profession. People define themselves by the type of work that they do, so personality cannot be divorced from profession. Characters should behave in a manner consistent with that of a typical member of their class, drawing upon statistics, background material, and personality notes to give the character his or her particular style.

Good Strategic Sense: This is the single most overlooked part of any player's performance. Good strategic sense is not the same as teamwork, but it is often more valuable to the team's survival. A group of players could get along fine as a team, yet the incompetence of one or more players could lead to the premature death of all or part of the PCs. Players display good strategic sense through superior handling of encounters during play. Among other things, this means negotiating with NPCs, making original and effective use of skills, equipment, and spells, and handling combat quickly and efficiently. Few characters function with complete dispassion and rationality, so a player should try to make sound strategic choices that reflect the character's personality.

Unfortunately, the style of most RPGA Network scenarios and the voting system leads judges to be extremely lenient with players who make strategic blunders. Judges, as Peter points out, like to get good ratings. Because strategic blundering rarely if ever results in lasting damage or humiliation to players, little attention is given those who use good strategic sense.

Knowledge of rules: This is also an important part of the game, although it appears much less so than the first three elements. While lack of rules knowledge will rarely hurt a player who practices teamwork, role-plays well, and uses common sense, a game is more enjoyable if the judge and players spend their time playing the game rather than explaining rules. A player will also have an easier time with the previous three elements if he or she is not constantly asking rules questions or just keeping quiet due to confusion. Also, players tend to have more confidence in those who seem to be familiar with the rules of the game, and such confidence is critical when playing with strangers.

Rules knowledge is not an end in itself. A player may be quite versed in the rules, but this does not mean that he can apply them with any common sense, use them to further the group's progress, or make the game more enjoyable. The best way to display superior rules knowledge is by taking time to explain basic points of the game to novice players, thus lightening the judge's load by saving everyone rulebook lookup time with contributions of specific knowledge when it is needed, by answering rules questions from other players, or by helping experienced players with unfamiliar parts of the game system. Wasting game time by starting arguments with the judge, or criticizing less accomplished players for their lack of knowledge is not a good way to display rules knowledge.

I have chosen to dwell at length about the terms that appear on the voting sheet, but there are numerous other considerations that may be helpful when making a final decision. These include: how considerate a player has been; did he or she let others get involved or did the player hog all the action? How much fun did the player bring to the session? What was the player's performance relative to everyone elses'? I don't intend to tell players and judges how to vote, we all must determine for ourselves how important each factor is, and cast our votes accordingly. However, I hope I have shown that the RPGA™ Network voting process is more complex than simply voting for the best actor.

James Wade
Chicago, IL

Peter Hague's intent was to talk about a voting pattern that disturbed him, not to discuss every aspect of voting in a Network event. However, you have done very well, James. Yours is the best analysis of what constitutes good performance in a Network event that we've ever seen. Players and DMs will do well to keep what you've said in mind.

By the way, the scoring system does have a way to reward teams who do well—the team scoring section on the judge's voting sheet. In this section, the DM ranks the team in much the same way as the players rank the DM. Each player on a team that gets high rankings earns extra points for the round. Therefore, it's a good idea for players to be concerned about making good, solid game decisions rather than just hamming it up during play. ❑

By The Book

Continued from page 19

these things out. Pace the discussion so that each player gets equal time. Don't let the players vote until everybody has had his say—not passing out the voting sheets until each player has spoken is the best way to do this.

You must always remember to complete your voting sheet before you look at any of the sheets your players have filled out. This is so players will not feel that comments they made about the tournament or your performance will affect how you vote. When you finish voting, collect the players' sheets and check them for completeness. Each sheet should have the player's real name and membership number. After you have all the voting sheets take them immediately to tournament HQ, or to your tournament coordinator. Don't put this off or entrust the sheets to anyone else—that's how results get delayed or lost.

Mapping: Since tournaments have a time limit, you may wish to do the mapping for the players. This saves a lot of time. Be sure you draw only the portion of the map that the characters can see. As the PCs move on, continue to draw more of the map. However, let the players do their own mapping if they want to.

Fun: Try not to lose sight of the real reason you're all there—to have fun. The players have paid to get into the tournament and many have come a long way to play. Be lively and have a good time running the event.

Player Interaction: In tournament play, many players try hard to display their role-playing abilities. All too often they intimidate and will dominate the group if given the chance. Don't let this happen. Periodically go around the table and ask each player what his or her character is going to do. This gives everyone the chance to speak up and play.

Notes for Players

Preparation: Each player should review his character sheet, double checking armor class, THAC0, skills, spells, and equipment. If your character has anything unfamiliar, get out the appropriate book, look it up, and ask the DM for clarifications if necessary. If you expect to do well, you must be familiar with your character's equipment and abilities.

The group should establish its own standard operating procedures (SOPs), if there are to be any. These SOPs could include such things as: opening doors, crossing obstacles (pits, rivers, etc.), checking for traps, listening, guard shifts, etc. Also, players should determine their characters' marching order (both single file and double file, outdoor, and indoors) and let the DM know. Do this quickly, don't waste time, for you only have three and a half hours to play. A good way to save time is to have players with fighters or thieves, who don't have to pick spells, handle these tasks.

If the players want to, they can pick a leader (caller). Although, of course, each PC must always retain the right of independent action. Many groups forego this option because they feel that this prevents them from demonstrating their role-playing ability. This is a valid argument, although I would add that a well- organized group could make use of a caller to speed and organize play, while allowing each player the chance to role-play his or her character and be involved in any decisions.

Combat: Be prepared to give a concise description of your character's actions before any initiative dice are rolled. If your character will be using a spell or device, be ready with its casting time, range, and duration. Knowing where the spell or item is described (book title and page number) will save time if the DM needs to see the description.

Table Talk: In almost all situations the DM will allow talking and discussion between players without any penalties. Be sure to make use of your group's decision making ability. However, players should not talk or offer advice to other players if their characters are unable to talk, are in a separate room, or are asleep or unconscious. If you break this rule, both the DM and your fellow players are likely to clobber you when voting.

Rule Books: Players can only use the *Players Handbook,* and the appropriate section of *Unearthed Arcana,* for reference during the game.

Mapping: Do it. This is very important but not often done. A map gives you an idea of where you have been and can help you decide what to do next. In a dungeon, a map is essential, unless you don't mind getting lost. Note that your characters will require a real light source, and will move quite slowly when mapping. The DM, if he wishes, can assist you in the mapping to speed play, but this is his option.

Voting: Help the DM and your fellow players by writing your real name and your character's name—in big, clear letters—on a sheet of paper or a 3″ by 5″ note card in front of you. Fold it and set it on the gaming table, just like a place card at a dinner table. Be prepared to tell the other players about your character and to listen while they talk about theirs. Be polite, pay attention to the other players' summaries, and don't start voting until everyone has had their say. Be sure to fill out your voting sheet completely; omissions make the tournament organizers' jobs a lot harder, and could cause you to be disqualified. Be sure to vote for the best four players, and use their real names, not character names. Make sure the DM fills out his scoring sheet before looking at any of the players' scoring sheets. Be honest about what you think of the DM and the tournament scenario. The voting sheets are Network HQ's main source of learning what players and judges think about specific tournaments.

After Play: Asking the DM or other players how they voted is rude. So is hanging around tournament headquarters pestering the staff about when results will be posted. If you are patient, you will know how well you did quickly enough—results usually will be posted in about a half hour, longer for larger tournaments.

The Reason Behind it All: The Network sponsors tournaments so the members can meet and game together. Keep your mind on the game, but remember it's only a game. Be sociable, relax, have a good time; that's what its all about.

❑

YYARRRGGHH!

CHOP SWISH CHOP

SHADA' HAWG! I DUNNO HOW IN TH' HAIL I LET Y'ALL TAWK ME INTA THIS DANG MESS!! LOOKIN' FER A LOST CITY!!

HUMPH! MY GOOD BLOODMOOSE, I DID NOT TALK YOU INTO ANYTHING!

IT WAS THAT OLD MAP OF YOURS AND THE SLIGHTEST MENTION OF GOLD AND JEMS THAT GOT US WAY OUT HERE! I CAME ALONG BECAUSE YOU AND YOUR NEPHEW BEGGED ME TO!!!

UNCA ERIC!! MR. SHADOWHOG!! LOOK AT THIS!!!

BLOODMOOSE™ and Company

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FROUM'S GOLD

AND, AFTER A CLIMB OF SEVERAL HOURS.....

WELL, BLOODMOOSE THE MAP SHOWS A WAY IN SOMEWHERE ON THE TOP OF THIS BUILDING.

THAR AIN'T NO WAY IN UP HYAR! 'AT DANG MAP'S WUTHLESS!! I'M A GONNA KILL TH' FELLA' WHUT GIVE IT T' ME!!!

YOU ALREADY DID, REMEMBER?

'N' AH DUN TOLT YEW THET WUZ UH AX'DENT!

UNCA ERIC!! MR. SHADOWHOG!! LOOK OVER HERE!! IT'S SOMEKIND OF PIT OR SOMETHING!

WHOOWEEE!! THAT'S UH DEEP 'UN FELLERS! I DUNNO IF'N WE GOTS NARY 'NUFF ROPE T' GO DOWN IT!!!

TO BE CONTINUED!